In short, no.

I have heard the best method is using the imp/exp for doom. They are called MD3 and MD5. I have been testing them for a week now and i have yet to get either of them to work.

On another note, i was thinking today about how much the max w3d importer sucks. At least in gmax when things are wwskinned in game they come into the scene linked xformed. In max you get nothing. You get the mesh, and you get the skeleton. None of which are bound together in anyway shape or form. And then there is a that wierd error where if you open a w3d that was exported using gmax there is nothing there except a few boxes. Note: This may have something to do with the wwskin not working in max.

I think i speak for everyone when i say that someone needs to improve upon the 3ds max w3d importer.

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