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Subject: Max Plugin

Posted by [Sk8rRIMuk](#) on Sun, 10 Aug 2003 14:47:38 GMT

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slayerdon't think so...

anyway. why would you need it? just export to .3ds and import it in renX and then export to w3d.

maybe because... it would be quicker and be less hassle.

Theres been loads of threads on this.

Is there a 3ds Max plugin?

Yes, but it was never and probably will never be released to the public.

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