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Subject: 3ds max 6

Posted by [maytridy](#) on Sat, 28 Feb 2004 03:34:02 GMT

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IRON-FARThtmlgodQuote:probably import that .gmax file into max from within 3dsmax 6.

lololololololololool roflmao.

N-O-O-B

I'm sorry, you must be retarded.

Open max -> Import a .gmax file -> Thats all there is to it -> N-O-O-B

And I say probably because I know It works on 5.5 (I have done it with ease) but I have never tried 6, and I know too that max 6 has some major changes.

That doesn't work in 3ds max 6.

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