
Subject: New W3D Modelling Tools Released!
Posted by [jonwil](#) on Fri, 15 Mar 2019 02:44:13 GMT
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A new W3D Export Plugin for 3DS Max 2017 has been released so you no longer need to use GMAX or Max 8 to make content for Renegade.

Details (and the download) can be found at
<https://w3dhub.com/forum/announcement/23-new-w3d-modelling-tools-released/>

Subject: Re: New W3D Modelling Tools Released!
Posted by [Mauler](#) on Fri, 15 Mar 2019 22:32:56 GMT
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Finally can use a decent Autodesk program you can use instead of that ancient 8

Subject: Re: New W3D Modelling Tools Released!
Posted by [Gen_Blacky](#) on Sun, 17 Mar 2019 23:38:58 GMT
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Nice

Subject: Re: New W3D Modelling Tools Released!
Posted by [jonwil](#) on Wed, 03 Apr 2019 00:16:20 GMT
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The w3d plugin for 3ds max 2017 has been updated to fix some bugs and add some further error checking and reporting. Details can be found at
<https://w3dhub.com/forum/topic/417320-w3d-3ds-max-2017-tools-updated/>
