

---

Subject: W3D to gmax Importer - Updated!

Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

imported(not needed/usefull) Bones gets imported as 'Object' (?Dunno what that means) but they must be boxes or geometrics. Collison Settings get lost anything related to the w3d plugins for gmax will not import, as you can not script them because they are protected scripts, i have tried, abjab has tried, and greg hjelstrom has concurred ("do you concur... yes, i concur..")but, we do have a tool to select the items based on the collision flags within the mesh, and from there you can just select them.

---