
Subject: Updated W3D importer for Max
Posted by [sloth4urluv](#) on Fri, 23 Dec 2005 03:00:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

An updated version of the W3D importer

Fixes include:

- Proper importation of Renegade materials.
- Objects that used the same material in Renx will now use the same material in max.
- Imported Materials are automatically imported to the material editor.

Future fixes include:

- Animations.
- Other Various tweaks.

Script Originaly created by Seagle
Edited by Me

Hope this helps anybody

File Attachments

- 1) [W3D_CC-imp-V1.16.zip](#), downloaded 2500 times
-