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Subject: Re: Ren X...

Posted by [Zion](#) on Sun, 30 Apr 2006 22:35:53 GMT

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to import:

go to the right hand side of the window, click the "utilities" (small hammer) tab. under that tab click the "MAXScript" button and load (run) the W3D importer. in the "w3d -> gmax importer" rollout click "load w3d object", select the object and vola, theres your w3d file.

to export:

click "file" at the top then go down to "export".

in the new window select "file type" as "w3d file", name it, select what type of w3d file you want it as (i take it you already know?) and vola, theres your 'new' w3d file.

hope this helps...

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