
Subject: Re: .gmax to .max converter/importer
Posted by [Jerad2142](#) on Thu, 17 May 2007 02:17:53 GMT
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CarrierII wrote on Wed, 16 May 2007 07:51I'm proving to jerad that the W3D importer DOES work with Max9.

Here's how -

Create the path

C:\Program Files\Autodesk\3ds Max 9\gamepacks\Westwood\RenX\RenX-WME
exists, because the W3D importer is (or appears) to be hardcoded to look for
...\gamepacks\westwood\renx\renx-wme\

Then extract the W3D importer stuff into that directory as if it was the \gamepacks\etc... directory of a Gmax install.

NB: I've only used some of the functions within the importer, and am unsure as to how many work. I know the "Recently opened W3D list" that appears in the File menu of the importer window doesn't work, for example.

Well its about time someone told me this instead of, "it does not work with max 9 yet."
