Subject: Re: W3d import error Posted by Oblivion165 on Sun, 21 Oct 2007 14:02:28 GMT View Forum Message <> Reply to Message

- Make sure that it all was extracted in "Gmax\gamepacks\Westwood\RenX\"
- 2. Note that the importer will error or just import blob mesh for w3d's that were exported via 3dsmax w3d export.
- 3. Make sure you are not trying to run the script via MaxScript and are assigning it a key via Customize ~ Customize User Interface

Like so:

4. Make sure you have the version for Gmax.

## File Attachments

1) renx.jpg, downloaded 440 times 🧗 Customize User Interface Toolbars Quads Menus Colors Group: Main UI Active Category: All Commands Ţ Shortcut ^ Action Hotkey: Hide Shapes Toggle Assigned to: Hierarchy Command Mo.. Ignore Extents Toggle IK Chain IK Snap IK Limb Solver IK Terminator Toggle Import a W3D file Ctrl+I Insert Selection (Spline) Inset selection (Mesh) Invisible Edge (Mesh) 📆 Isolate Tool Isometric User View Last File 1 Write Keyboard Chart... Last File 2 Last File 3 Reset