Subject: Re: W3d import error
Posted by Oblivion165 on Sun, 21 Oct 2007 14:02:28 GMT
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1. 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 272 times