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

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

🍸 Customize User Interface 📀 🔀				
Keyboard Toolbars	: Quads	Menus	Colors	
Group: Main UI Category: All Commands	🔽 🔽 Active			
Action	Shortcut 🔼	Hotkey:	Ctrl+	
Hide Shapes Toggle Hide Unselected		Assigned to:		
Hierarchy Command Mo Hold	Alt+Ctrl+H	[Assign	Remove
Ignore Extents Toggle IK Chain FK Snap IK Chain IK Snap IK Chain Snap Action NK Limb Solver IK Terminator Toggle				
Import a W3D file Import File Include Verts (Skin) Insert Selection (Spline) Inset selection (Mesh) Inverse Kinematics Mod Invisible Edge (Mesh)	Ctrl+l			
 Isolate Tool Isometric User View Keyboard Shortcut Over Last File 1 Last File 2 			Write Keybo	
Last File 3		Load	Save	Reset