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Subject: G-Max to 3DS Max Importer/Exporter?

Posted by [Skier222](#) on Sun, 06 Jul 2003 14:23:52 GMT

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u copy the "gampacks" fodler out of ur Gmax folder and paste it in the 3dsmax folder.

The u add the fodler called "RenX-WME" in the "C:\3dsmax5\gamepacks\Westwood\RenX\" folder then add a subfolder off the "RenX-WME" folder called "Plugins" then in the Plugins folder put the "W3D-Importer.ini" file in there, and it should work.

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