Muad Dib15 wrote on Tue, 14 July 2009 19:29I'd like to use 3dsMax 2009 but I can't use it for Ren.

but u can

Edit:

quote from CarrierII

I'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.

[B]Place[/B]

dazzle.ini
w3d-importer.ini

in the directory
...\3ds Max 9\plugins\