Subject: Re: Improved W3D importer for 3d studio max now available
Posted by Gen_Blacky on Sun, 29 Aug 2010 09:25:03 GMT

Sounds great Jonwill but it keeps crashing. I tried loading the plugin on a clean install of 3dsmax8.

Trying to import a big mesh http://img529.imageshack.us/img529/9933/87623258.jpg

Almost any other .w3d http://img295.imageshack.us/img295/5315/42080599.jpg

The only thing i was able to import was character bones.

I was able to import volcano but it has no material info.
http://img535.imageshack.us/img535/2996/3dsmax.jpg