
Subject: Re: W3d Importer for Max 8 problems
Posted by [saberhawk](#) on Tue, 30 Oct 2012 03:05:40 GMT
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zunnie wrote on Mon, 29 October 2012 08:24 Copy the W3D to your Renegade folder, drag and drop it on the fixplanes.exe file. It fixes some errors in the W3D.
Then try importing it again into max.

If you don't have the file fixplanes.exe then you don't have 4.0 and you are a n00b but that aside, you can get it on <http://www.tiberiantechologies.org>

hehe

It doesn't fix random errors. It's designed to fix a specific problem with collision information generated by the 3dsmax w3d exporter.
