
Subject: Converting a w3d to gmax
Posted by [Tidu](#) on Thu, 10 Jun 2004 20:13:06 GMT
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How do you do this? i want to edit canyon. i opened the mix and extracted the w3d, but i can't open, merge, or import it into gmax.

and what are these cameras for in canyon.mix?

Subject: Converting a w3d to gmax
Posted by [Drkpwn3r](#) on Thu, 10 Jun 2004 20:32:48 GMT
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I've seen those before also when I edited the maps, I never touched the cameras, I say just work around them :rolleyes:

Subject: Re: Converting a w3d to gmax
Posted by [NeoSaber](#) on Thu, 10 Jun 2004 21:05:16 GMT
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Tiduand what are these cameras for in canyon.mix?

Manual Vis points used to correct vis errors.

Subject: Converting a w3d to gmax
Posted by [Drkpwn3r](#) on Thu, 10 Jun 2004 22:14:14 GMT
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I really do learn something new about Renegade every day :rolleyes:

Subject: Converting a w3d to gmax
Posted by [Tidu](#) on Fri, 11 Jun 2004 00:38:40 GMT
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okay.. thanks.. but what about w3d > gmax?

Subject: Converting a w3d to gmax
Posted by [Spice](#) on Fri, 11 Jun 2004 02:18:43 GMT

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Get the W3D importer , I would explain how to get it but i dont feel like it. Search for topics under this forum about it. Ive explained quite a few times under one of those.

Subject: Converting a w3d to gmax
Posted by [Oblivion165](#) on Fri, 11 Jun 2004 03:58:06 GMT
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its on RenHelp

<http://www.renhelp.co.uk/Downloads/W3DImporter.zip>
