
Subject: editing w3d files

Posted by [Stallion](#) on Sun, 21 May 2006 18:50:18 GMT

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What is the best program to use to edit a w3d file? I've tried using w3d viewer, but it always crashes before I have a chance to learn how to use it.

Subject: Re: editing w3d files

Posted by [Ma1kel](#) on Sun, 21 May 2006 19:46:24 GMT

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Phew, this is HARD. I THINK RenX?

Subject: Re: editing w3d files

Posted by [Zion](#) on Sun, 21 May 2006 21:05:45 GMT

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yes, RenX/Gmax or 3dsmax8 with the w3d importers

Subject: Re: editing w3d files

Posted by [Stallion](#) on Sun, 21 May 2006 23:48:52 GMT

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I can't find how to import the w3d file into gmax. I downloaded the importer and install it into the proper directory, but when I open renx I can't find the import button. Where the hell is it? (I'm sorry if this sounds stupid, but I've looked all over renx for it.)

Subject: Re: editing w3d files

Posted by [Zion](#) on Mon, 22 May 2006 07:36:56 GMT

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the w3d importer is a max script, leubei's renhelp site has one in its downloads section.

to run it, click the "utilities" tab (lookes like a hammer) then click the "max script" button. select the "w3d->gmax" script from the dropdown menu and click "import" from the new rollout for the script.

Subject: Re: editing w3d files

Posted by [Stallion](#) on Mon, 22 May 2006 19:30:47 GMT

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OK, I clicked the hammer, then maxcript, and in that area I see open listener, new script, open script, run script, utilities drop down (empty), and close. Where is the w3d->gmax script?

Subject: Re: editing w3d files

Posted by [Zion](#) on Mon, 22 May 2006 23:04:01 GMT

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you didnt install the script properly, you put it in:
C:\gmax\gamepacks\westwood\renx\scripts\startup\
