
Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 01:47:00 GMT
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Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 04:28:00 GMT
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1 small note:the converter will not grab all the colors (specular, diffuse, emissive, ambient) correctly so you will have to re-do some/all of the colors on anything you import.

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 04:37:00 GMT
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where have i to place the file?

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 05:42:00 GMT
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go into your gmax folder, then into gamepacks, westwood, renx, scripts, startupthen put the script file in there

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 05:54:00 GMT
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Isnt there a W3D->Gmax converter out already?

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 06:15:00 GMT
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this one is 1000 times better than the one seagle made, this one does animations, bones, LODs, materials and more.

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 06:18:00 GMT
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quote:Originally posted by Jonathan Wilson:this one does animations,Darn... I was hoping that would never be possible.

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 07:13:00 GMT
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quote:Originally posted by Jonathan Wilson:go into your gmax folder, then into gamepacks, westwood, renx, scripts, startupthen put the script file in thereOk, done so, when i Start gmax.--Runtime error: fileIn: can't open file - "RenX-WME.ms"what shall i do.

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 07:53:00 GMT
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that problem do i have too...

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 08:59:00 GMT
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im getting the rest of the files uploaded here REAL shortly, it was 2am, i was tired, sorry bout that

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 09:07:00 GMT
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then i can understand it

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 09:31:00 GMT
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ok, you can redownload the proper installable version from above, and it should appear on your objects toolbar.http://forums.renevo.com/ultimatebb.cgi?ubb=get_topic&f=3&t=000004

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 09:36:00 GMT
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cmon, it's fixed, go get it

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 10:09:00 GMT
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hmm... i see the button, but it hasn't got an symbol, and when i click on it, nothing happens

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 13:05:00 GMT
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quote:Originally posted by Havoc 89:nothing happend... are you sure that its .mse cause the other scripts are .msthere appears to be a problem....mse is the encrypted (whereas .ms is not) - but there is something else going on -- hang on...

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 15:28:00 GMT
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It imports map texture!?!?!? Whoo-hoo!*Throws away seagull's w3d importer and downloads adjab's**Didn't really throw it away because it's still a good thing to keep*

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 15:44:00 GMT
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I still cant get it to work...

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 15:56:00 GMT
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i installed it, but how do i import? is there a button cause i cant find it

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 16:20:00 GMT
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I just fixed a small error, some code was left in there by mistake rendering the converter non-functional for some people. Emailed dante about it, he will re-upload when he comes on I guess.

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 17:57:00 GMT
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i cant get it to work!!! someone help me out here!!!

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 19:49:00 GMT
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quote:Originally posted by Jonathan Wilson:I just fixed a small error, some code was left in there by mistake rendering the converter non-functional for some people. Emailed dante about it, he will re-upload when he comes on I guess. quote:Originally posted by Havoc 89:i cant get it to work!!! someone help me out here!!! he just said what was wrong and that they are going to work on it soon....

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Tue, 11 Feb 2003 22:41:00 GMT
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http://forums.renevo.com/ultimatebb.cgi?ubb=get_topic&f=3&t=000004fixed.

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Wed, 12 Feb 2003 00:35:00 GMT
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nothing happend... are you sure that its .mse cause the other scripts are .ms

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Wed, 12 Feb 2003 04:53:00 GMT
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I still get the "Runtime error:fileIn:can't open file - "RenX-WME.ms"

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Wed, 12 Feb 2003 05:21:00 GMT
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quote:Originally posted by MeXadiaz:I still get the "Runtime error:fileIn:can't open file - "RenX-WME.ms"make sure you extracted all the files to their proper place - the paths are in the readme.

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Wed, 12 Feb 2003 06:03:00 GMT
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i did but it still wont work and i tried the updated one too but i dont know where it is... i extracted it to script/startupi run renx and then i went to max scripts and check to see if it was there but it wasnt... i clicked open script but it wasnt there... then i clicked run script it was there so i oped it but nothing happend...some help here...

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Wed, 12 Feb 2003 06:46:00 GMT
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Make sure you have deleted any earlier copy of w3d-importer.mse. (search your drive and delete any copies of this file)Make sure you use the one that is in the w3dimporter2.zip. (dated 2/12/2003) - make sure RenX is off when you copy the file into the ../renx/scripts/startup folder - just drag it from the zip directly into this folder.you should have a copy of RenX-WME in the ../renx/scripts folder - this file puts the w3d icon on the toolbar (and your RenX should say - RenX- W3D Modeler Edition on the top menu bar ---> (all the supporting files in the first zip are ok)you should have a w3d icon on your main toolbar - next to the material library - clicking that should start it.if it still doesnt work - you may not be compatable - and you will have to wait till it comes out of beta.

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Wed, 12 Feb 2003 15:59:00 GMT
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i dont even see the material library button??could someone please be more specific of where its located on the screen or maybe even take a screenshot

Subject: Abjab's W3D importer now available for public beta
Posted by [Anonymous](#) on Wed, 12 Feb 2003 16:01:00 GMT
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figures as soon as a i post i figured it out by sliding the tollbar to the left!!....ok i found it !!!yay now if i can only get the renhelp file to work!!!

Subject: Abjab's W3D importer now available for public beta

Posted by [Anonymous](#) on Thu, 13 Feb 2003 13:04:00 GMT

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quote:Originally posted by Titan1x77:figures as soon as a i post i figured it out by sliding the tollbar to the left!!....ok i found it !!!yay now if i can only get the renhelp file to work!!! download it..

Subject: Abjab's W3D importer now available for public beta

Posted by [Anonymous](#) on Thu, 13 Feb 2003 17:23:00 GMT

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quote:Originally posted by StoneRook:Make sure you have deleted any earlier copy of w3d-importer.mse. (search your drive and delete any copies of this file)Make sure you use the one that is in the w3dimporter2.zip. (dated 2/12/2003) - make sure RenX is off when you copy the file into the ../renx/scripts/startup folder - just drag it from the zip directly into this folder.you should have a copy of RenX-WME in the ../renx/scripts folder - this file puts the w3d icon on the toolbar (and your RenX should say - RenX- W3D Modeler Edition on the top menu bar ---> (all the supporting files in the first zip are ok)you should have a w3d icon on your main toolbar - next to the material library - clicking that should start it.if it still doesnt work - you may not be compatible - and you will have to wait till it comes out of beta.I see it says W3d modelers edition on the top but i dont see an W3d icon on my main bar...

Subject: Abjab's W3D importer now available for public beta

Posted by [Anonymous](#) on Fri, 14 Feb 2003 01:54:00 GMT

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I am unable to get the importer to work completely either. Every time I try importing a w3d file I get the same error message:MAXScript RCMenu function Exception--unable to convert: undefined to type: integerI have g-max version 4.2.0.105 running on WindowsXP Home Edition.

Subject: Abjab's W3D importer now available for public beta

Posted by [Anonymous](#) on Wed, 19 Feb 2003 02:27:00 GMT

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works fine for me i just followed the directions explicitly.one problemb though.....my w3d import icon isnt showing....i just have a blank button....but that's minor Eric.
