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Subject: w3d to renx

Posted by [Good-One-Driver](#) on Tue, 28 Jul 2009 19:20:56 GMT

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how do i import a w3d file into renx or how do i make it a 3ds file?

because i got my w3d in w3dviewer and i added the emitter and sound (got that to work) but i cant seem to get it into renx

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Subject: Re: w3d to renx

Posted by [Good-One-Driver](#) on Wed, 29 Jul 2009 22:17:48 GMT

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any help for beginners like a tut cause i looked on rehelp and couldnt find anything any help on renx?

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Subject: Re: w3d to renx

Posted by [Good-One-Driver](#) on Thu, 30 Jul 2009 21:44:55 GMT

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ok how do i upload something to renx cause it needs to be some surtin file help?

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Subject: Re: w3d to renx

Posted by [ErroR](#) on Fri, 31 Jul 2009 11:13:53 GMT

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what do you mean, and what do you want to do with it.

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Subject: Re: w3d to renx

Posted by [marcin205](#) on Fri, 31 Jul 2009 19:57:01 GMT

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im believe you need Gmax W3D Inporter  
3DS files can make with 3DMax

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Subject: Re: w3d to renx

Posted by [Good-One-Driver](#) on Sat, 01 Aug 2009 05:47:18 GMT

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ok sorry i was so unclear posting from iphone haha

ok i download renegade public tools not to long ago and i got the hang of w3dviwer and renx but when i try importing a w3d file into renx i cant for some reason do i need to download anything besides what marcin posted?

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Subject: Re: w3d to renx

Posted by [ErroR](#) on Sat, 01 Aug 2009 11:14:24 GMT

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to import a w3d you need to go to the hammer tab on the right, then MAX script, then in the drop down menu chose w3d importer, scroll down and press the import button

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