Subject: Exporting w3d

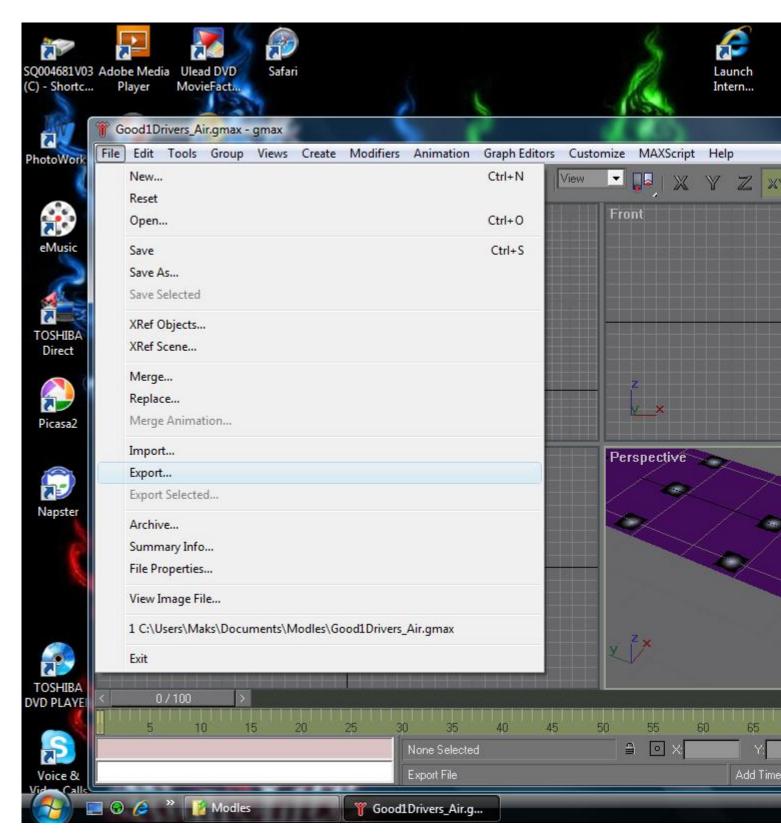
Posted by Good-One-Driver on Sun, 16 Aug 2009 18:19:41 GMT

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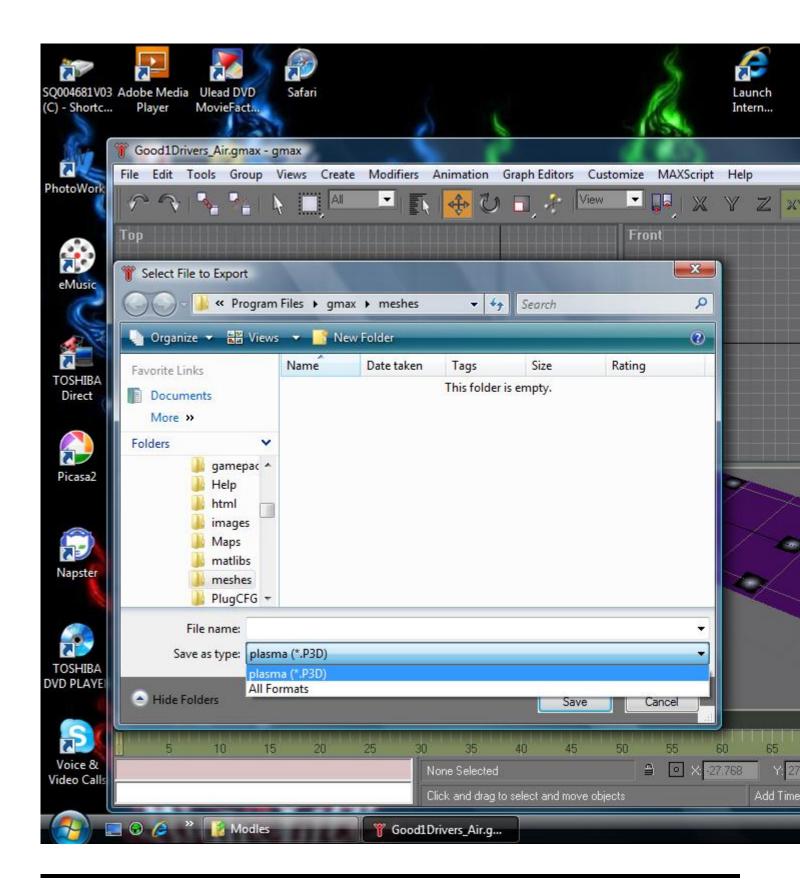
ty i figured that out now i got another problem lol

i did everthing in gmax and saved it now im trying to open it in renx it wont open/show

File Attachments
1) 1.jpg, downloaded 319 times



2) 2.jpg, downloaded 313 times



Subject: Re: Exporting w3d

Posted by Reaver11 on Sun, 16 Aug 2009 18:30:23 GMT

You need to start up Renx not gmax.

(The Renx plugin is installed via the rentools setup, if it is installed it should be located in the gamepacks folder in gmax)

Btw the green piece is not fitting the purple place duno if thats intended.

Subject: Re: Exporting w3d

Posted by Good-One-Driver on Sun, 16 Aug 2009 19:00:05 GMT

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Reaver11 wrote on Sun, 16 August 2009 13:30You need to start up Renx not gmax.

(The Renx plugin is installed via the rentools setup, if it is installed it should be located in the gamepacks folder in gmax)

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Subject: Re: Exporting w3d

Posted by cnc95fan on Sun, 16 Aug 2009 19:10:11 GMT

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Also, it's "models", not modles

Subject: Re: Exporting w3d

Posted by LR01 on Tue, 18 Aug 2009 16:59:30 GMT

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Gmax can only export as P3D, which it can't even import back... I never found something that could import it anyway.

Though, try googeling it

http://www.google.nl/search?q=convert+p3d&hl=nl&ie=ISO-8859-1&aq=f&oq=&btnG=Zoeken

and try sites like these, well if you really want it. http://forums.techguy.org/windows-nt-2000-xp/462979-p3d-file-how-do-i.html

Else, you can always search for gmax exporter ore something.

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