Subject: W3d Importer for Max 8 problems
Posted by N1warhead on Mon, 29 Oct 2012 15:06:51 GMT
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I keep getting a "RenX-WME.ms" Error.

I've tried searching this forum plus the internet and can't find a direct answer. The only thing I saw on this forum was if there was a previous version of it installed to delete it, but I don't have a previous version of it.

Can y'all help me please?

Subject: Re: W3d Importer for Max 8 problems
Posted by zunnie on Mon, 29 Oct 2012 15:24:16 GMT
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Copy the W3D to your Renegade folder, drag and drop it on the fixplanes.exe file. It fixes some errors in the W3D.
Then try importing it again into max.

If you don't have the file fixplanes.exe then you don't have 4.0 and you are a n00b but that aside, you can get it on http://www.tiberiantechnologies.org

hehe

Subject: Re: W3d Importer for Max 8 problems
Posted by N1warhead on Mon, 29 Oct 2012 15:32:07 GMT
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So drag the plugins folder that I extract with the plugins? (I used to mod all the time I never had this issue LOL.)

I have scripts 4.0 and dont see a fixplanes.exe in my renegade folder.

Subject: Re: W3d Importer for Max 8 problems
Posted by zunnie on Mon, 29 Oct 2012 15:39:46 GMT
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Hm, you dont have fixplanes? then you are looking at the wrong folder probably because i *think* it is included with 4.0 for clients.

But: Are you having problems with the script installation to max, or are you having problems importing a W3D it into max?

Maybe you have an outdated version? Ill attach it to my post,the one i am using, which works fine for me @ 3DSmax8

The RenX-WME.ms goes into the Scripts folder, example:
D:\3DSMax8\Scripts\RenX-WME.ms

The files in the folder startup go into your startup folder:
D:\3DSMax8\Scripts\Startup*.*

Good luck..

File Attachments
1) W3D_Importer_Max5.zip, downloaded 223 times

Subject: Re: W3d Importer for Max 8 problems
Posted by N1warhead on Mon, 29 Oct 2012 15:43:40 GMT
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That might be the issue I am having LOL... I don't have all the files that are in this one lol.

Ill let you know in just a moment if it works.

(I had downloaded the Updated W3D Importer by Jonwil) That I found on here.

Ill let you know in just a moment if it works.

Subject: Re: W3d Importer for Max 8 problems
Posted by N1warhead on Mon, 29 Oct 2012 15:55:22 GMT
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I got the importer to at least work now, haven't tested it yet. But thanks a lot man =).

Subject: Re: W3d Importer for Max 8 problems
Posted by saberhawk on Tue, 30 Oct 2012 03:05:40 GMT
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zunnie wrote on Mon, 29 October 2012 08:24Copy the W3D to your Renegade folder, drag and drop it on the fixplanes.exe file. It fixes some errors in the W3D.
Then try importing it again into max.

If you don't have the file fixplanes.exe then you don't have 4.0 and you are a n00b but that aside, you can get it on http://www.tiberiantechnologies.org

hehe

It doesn't fix random errors. It's designed to fix a specific problem with collision information generated by the 3dsmax w3d exporter.

Subject: Re: W3d Importer for Max 8 problems
Posted by zunnie on Tue, 30 Oct 2012 05:11:12 GMT
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I know but it was worth a try

Subject: Re: W3d Importer for Max 8 problems
Posted by saberhawk on Wed, 31 Oct 2012 09:55:17 GMT
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zunnie wrote on Mon, 29 October 2012 22:11I know but it was worth a try

If it's a broken .w3d file, it's likely to make things worse...