Subject: I can't find W3D Import button!
Posted by TobiAlex on Sat, 15 Mar 2003 17:47:33 GMT
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I can't find W3D Import button in RenX (afert install W3D Import tools). I have GMAX 1.2 and actual version Renx. How I don't have this button? Please, help me!

Subject: I can't find W3D Import button!
Posted by Halo38 on Mon, 17 Mar 2003 12:42:25 GMT
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I didn't have it either so i assigned a shortcut button to it so when i press 'w' the window pops up.

Subject: Re: I can't find W3D Import button!
Posted by Griever92 on Tue, 18 Mar 2003 02:46:30 GMT
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TobiAlexI can't find W3D Import button in RenX (afert install W3D Import tools). I have GMAX 1.2 and actual version Renx. How I don't have this button? Please, help me!

Heres an idea, get GMax 1.1

1.2 didnt work for me

Subject: I can't find W3D Import button!
Posted by General Havoc on Tue, 18 Mar 2003 17:20:33 GMT
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I have it working fine in Gmax 1.2 although i did have the same problem with the buttons not appearing, i had to manually add them to the toolbar, but now they seem to work okay.

_General Havoc

Subject: I can't find W3D Import button!
Posted by [sg]the0ne on Wed, 19 Mar 2003 02:19:21 GMT
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Are there any other version 1.2 'bugs' a new user should know about ? I noticed last night that when I tried to move buildings it didn't move them but instead made a copy of them...Last night was my rough&tumble intro into the basic map making tools...level edit RenX/GMax etc...

Subject: I can't find W3D Import button!
Posted by General Havoc on Wed, 19 Mar 2003 17:52:06 GMT

Version 1.2 is more stable than 1.1 and doesn't tend to crash as much on me now, especially when texturing. The W3D importer buttons isn't a bug it's because the importer is 3rd party software and it not a part of RenX. It works fine, just the button doesn't automatically appear when you install it sometimes.

_General Havoc

Subject: I can't find W3D Import button!
Posted by TobiAlex on Wed, 19 Mar 2003 21:50:16 GMT

Ok, but how to fix it? How to see import button?