Subject: Updated W3D importer for Max
Posted by sloth4urluv on Fri, 23 Dec 2005 03:00:12 GMT

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An updated version of the W3D importer
Fixes include:
-Proper importation of Renegade materials.
-Objects that used the same material in Renx will now use the same material in max.
-Imported Materials are automered automaticaly imported to the material editor.

Future fixes include:
-Animations.
-Other Various tweaks.

Script Originaly created by Seagle
Edited by Me

Hope this helps anybody

File Attachments
1) W3D_CC-imp-V1.16.zip, downloaded 2451 times