Posted by Goobers on Sun, 03 May 2009 09:40:22 GMT
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ive no idea were posts are supposed to go regarding tech help, so ima just post it here

im trying my hand at map editing, ive downloaded all the usual stuff

gmax
renx
ren tools
xcc mixer

ive got to the stage were i want to import w3d files to gmax to start messing around, when i try to import w3d files from xcc mixer to gmax it comes up with no appropriate import module found

so i spoke to my mate who dose this stuff he pointed me in the direction of a w3d script that need be added to the gmaxx scripts folder which is supposed to add an import module and an iconless button after the gmax material navigator button

but its not there, ive heard something about customizing the user interface but have found nothing on google to explain the process

assistance ploix

cheers goobers

EDIT: if you have a tech help section and can move my post there it would be appreciated