
Subject: w3d importer doesnt work

Posted by [c0vert7](#) on Sun, 11 Mar 2007 23:40:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I downloaded the w3d importer which allows renx to import w3d files. And it does work. I did what the instructions said to do,

Quote:- BackUp the 4 first files specified above before extracting (if you already haven't previously get the Importer)

- Extract the content of this package to your gmax base folder

Easy enough, I extracted the 4 files that came with the download. Started up renx, no new format under the import. Any ideas? It only stats that jon wills will fix any bugs, and to contact dante for legal questions. Doesn't give any other support on it.

Subject: Re: w3d importer doesnt work

Posted by [Zion](#) on Sun, 11 Mar 2007 23:51:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Go to the utilities tab (hammer) select the maxscript button and from the drop down menu there select the w3d importer tool, then click the import w3d file button under that. Select your w3d file from the new dialog and click import.

Subject: Re: w3d importer doesnt work

Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:07:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Its not listed in the max script.

Subject: Re: w3d importer doesnt work

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 00:14:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

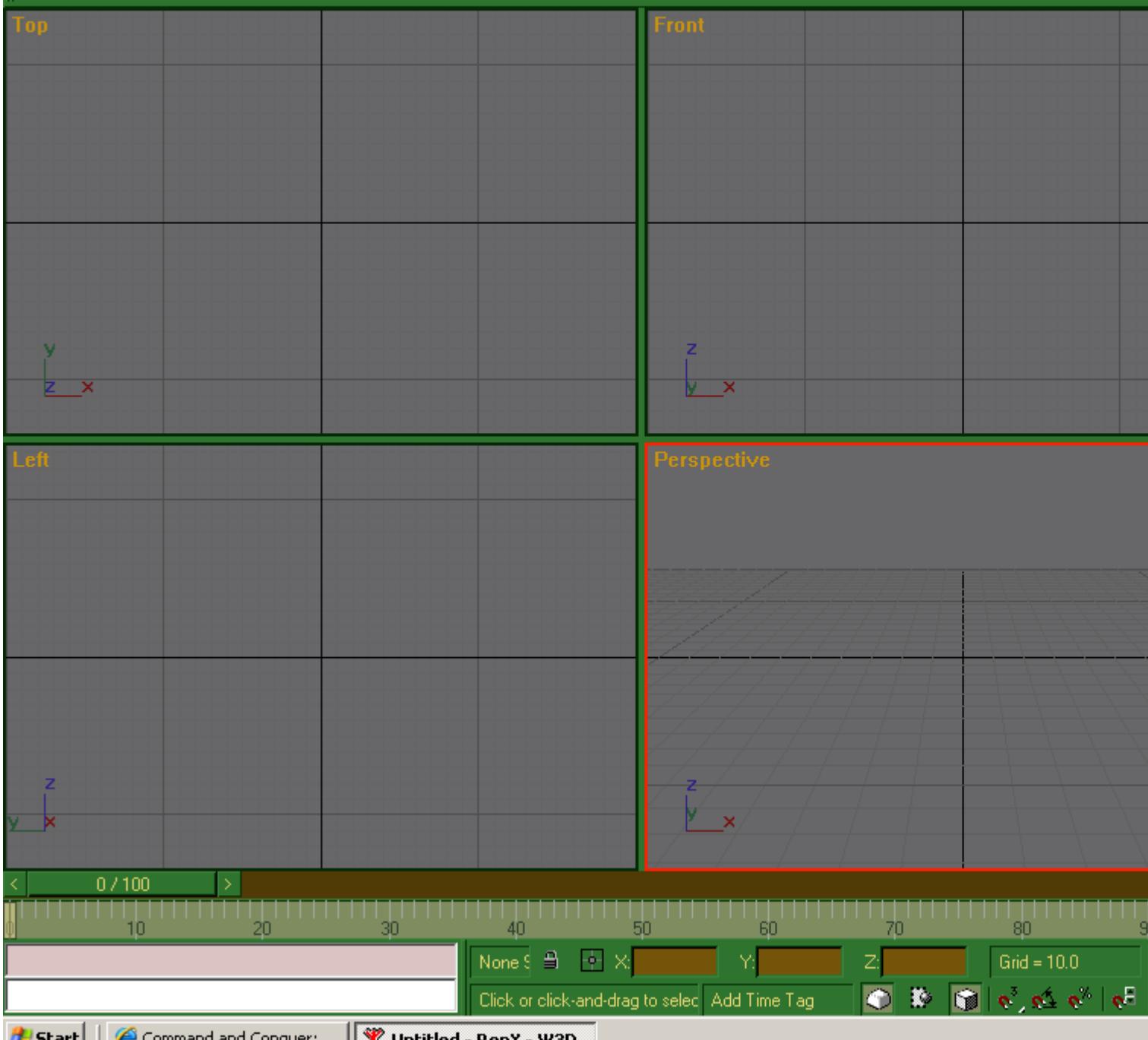
There should be a button on the tool bar, you might have to scroll over:

File Attachments

1) [w3d importer.png](#), downloaded 368 times

Untitled - RenX - W3D Modeler Edition

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



Subject: Re: w3d importer doesnt work
Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:17:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

I did see this when I clicked open script.

messageBox "An error occurred trying to load the tempest UI files.

Subject: Re: w3d importer doesn't work

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 00:26:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Did you see the button on the Right hand side of the screen that says "Import a W3D File" (pictured in my screen shot)?

Subject: Re: w3d importer doesn't work

Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:28:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

no

Subject: Re: w3d importer doesn't work

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 00:29:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Did you click drag the bar over?

Subject: Re: w3d importer doesn't work

Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:31:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes

Subject: Re: w3d importer doesn't work

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 00:35:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are you sure you're in RenX (it should be green like in my picture), if you are try putting the scripts back into the RenX folder (which should be: "C:\gmax\gamepacks\Westwood\RenX").

Subject: Re: w3d importer doesn't work

Posted by [c0vert7](#) on Mon, 12 Mar 2007 01:33:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

already done this many times. Am I suppose to load the scripts by chance?

Subject: Re: w3d importer doesnt work

Posted by [c0vert7](#) on Mon, 12 Mar 2007 01:37:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Fixed. Never added the import a w3d file into the toolbar .

Subject: Re: w3d importer doesnt work

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 01:47:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

I guessed as much.
