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Subject: w3d importer doesnt work  
Posted by [c0vert7](#) on Sun, 11 Mar 2007 23:40:35 GMT  
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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. Doesnt give any other support on it.

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Subject: Re: w3d importer doesnt work  
Posted by [Zion](#) on Sun, 11 Mar 2007 23:51:05 GMT  
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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.

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Subject: Re: w3d importer doesnt work  
Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:07:20 GMT  
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Its not listed in the max script.

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Subject: Re: w3d importer doesnt work  
Posted by [Jerad2142](#) on Mon, 12 Mar 2007 00:14:13 GMT  
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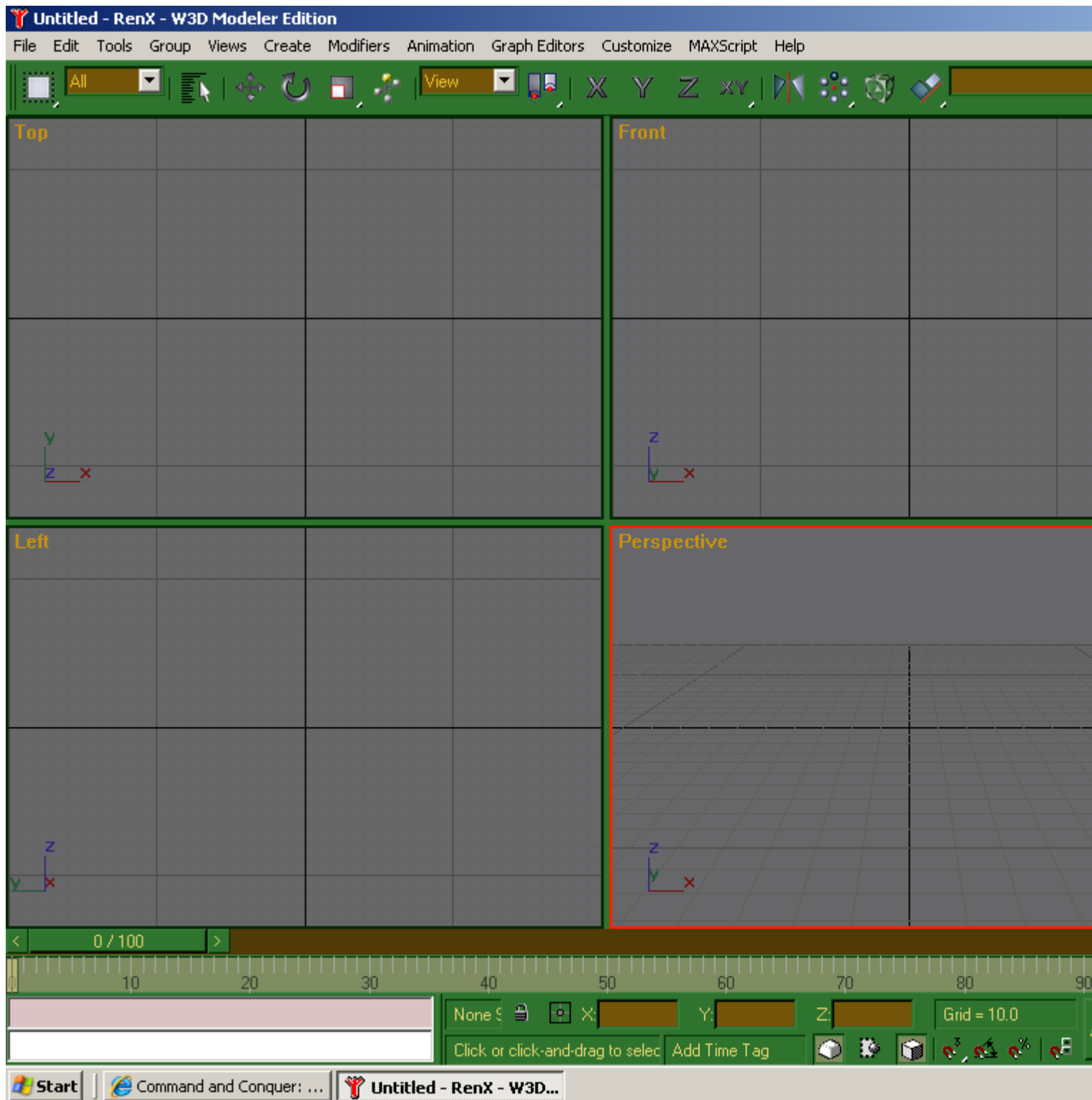
There should be a button on the tool bar, you might have to scroll over:

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### File Attachments

1) [w3d importer.png](#), downloaded 330 times

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Subject: Re: w3d importer doesnt work  
Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:17:56 GMT  
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I did see this when I clicked open script.

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

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Subject: Re: w3d importer doesnt work

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

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

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Subject: Re: w3d importer doesnt work

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

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no

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Subject: Re: w3d importer doesnt work

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

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Did you click drag the bar over?

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Subject: Re: w3d importer doesnt work

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

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yes

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Subject: Re: w3d importer doesnt work

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

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Are you sure your 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").

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Subject: Re: w3d importer doesnt work

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

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

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Subject: Re: w3d importer doesnt work

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

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

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Subject: Re: w3d importer doesnt work

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

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I guessed as much.

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