
Subject: W3D

Posted by [The Party](#) on Wed, 22 Apr 2009 17:09:01 GMT

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How do I install the W3D importer, into RenX?

Subject: Re: W3D

Posted by [Scrin](#) on Wed, 22 Apr 2009 17:10:44 GMT

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MasterEvolution wrote on Wed, 22 April 2009 12:09 How do I install the W3D importer, into RenX?
5 stars for the win

Subject: Re: W3D

Posted by [ErroR](#) on Wed, 22 Apr 2009 19:41:07 GMT

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it is already there

Subject: Re: W3D

Posted by [The Party](#) on Wed, 22 Apr 2009 19:45:21 GMT

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I cant get it to work though, I put it in the folder and it does not work.

Subject: Re: W3D

Posted by [ErroR](#) on Wed, 22 Apr 2009 19:52:38 GMT

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to import you must go hammer icon > max script > in the drop down me select w3d import
export>scroll down and select import to export use File > Export

Subject: Re: W3D

Posted by [R315r4z0r](#) on Wed, 22 Apr 2009 19:55:18 GMT

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No it isn't already there..

Download it here. Read the Readme that's included and it will tell you how to install it:
<http://ren.game-maps.net/index.php?act=view&id=1002>

ErroR wrote on Wed, 22 April 2009 15:52to import you must go hammer icon > max script > in the drop down me select w3d import export>scroll down and select import to export use File > Export

You have to first install it into your gamepack directory before you can do that..

Subject: Re: W3D

Posted by [The Party](#) on Wed, 22 Apr 2009 20:28:38 GMT

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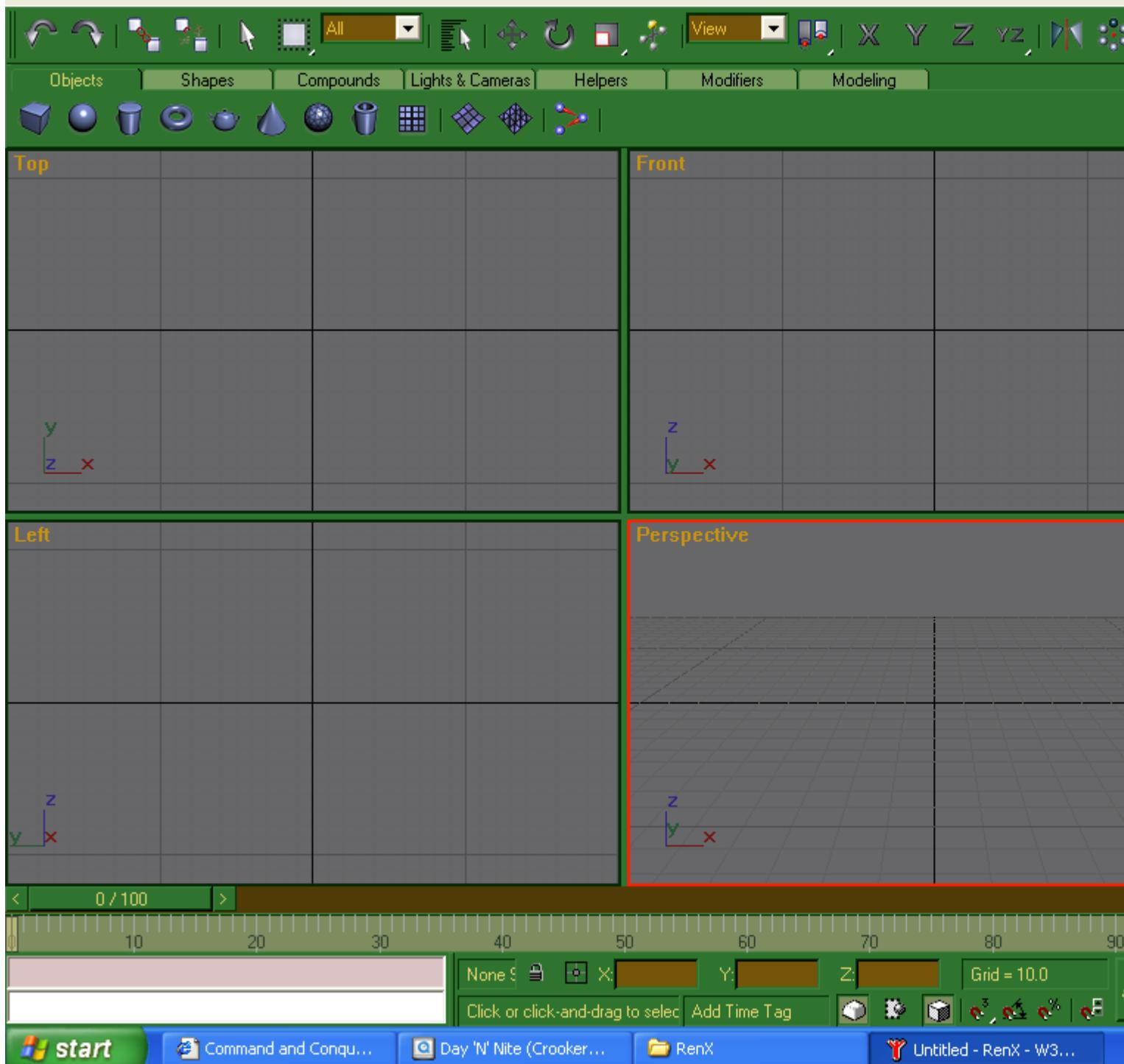
Okay I installed it and it says w3d modelar edition at the top but nothing has changed at all I still can't get it to work.

File Attachments

1) [w3dhelp.PNG](#), downloaded 457 times

Untitled - RenX - W3D Modeler Edition

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



Subject: Re: W3D

Posted by [R315r4z0r](#) on Wed, 22 Apr 2009 20:38:54 GMT

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You have to set it up.

Right click on an open spot in the top toolbar and go to customize. Scroll down to "Import a W3D file" and click and drag it anywhere on the toolbar. It is an invisible icon, but when you click on it, you can import W3Ds.

Subject: Re: W3D

Posted by [The Party](#) on Wed, 22 Apr 2009 20:45:10 GMT

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Thanks, why is it invisible, isent there button icons for it?

Subject: Re: W3D

Posted by [R315r4z0r](#) on Wed, 22 Apr 2009 20:46:03 GMT

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If there is, I don't know about it. It isn't that bad though, just remember where you put it and you will be able to find it fine.

Subject: Re: W3D

Posted by [The Party](#) on Wed, 22 Apr 2009 21:56:27 GMT

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I say that because ---> E:\gmax\gamepacks\Westwood\RenX\ui\icons

These are supposed to be the icons.

File Attachments

- 1) [gmax_24i.bmp](#), downloaded 295 times
- 2) [gmax_24a.bmp](#), downloaded 311 times

Subject: Re: W3D

Posted by [R315r4z0r](#) on Wed, 22 Apr 2009 22:44:16 GMT

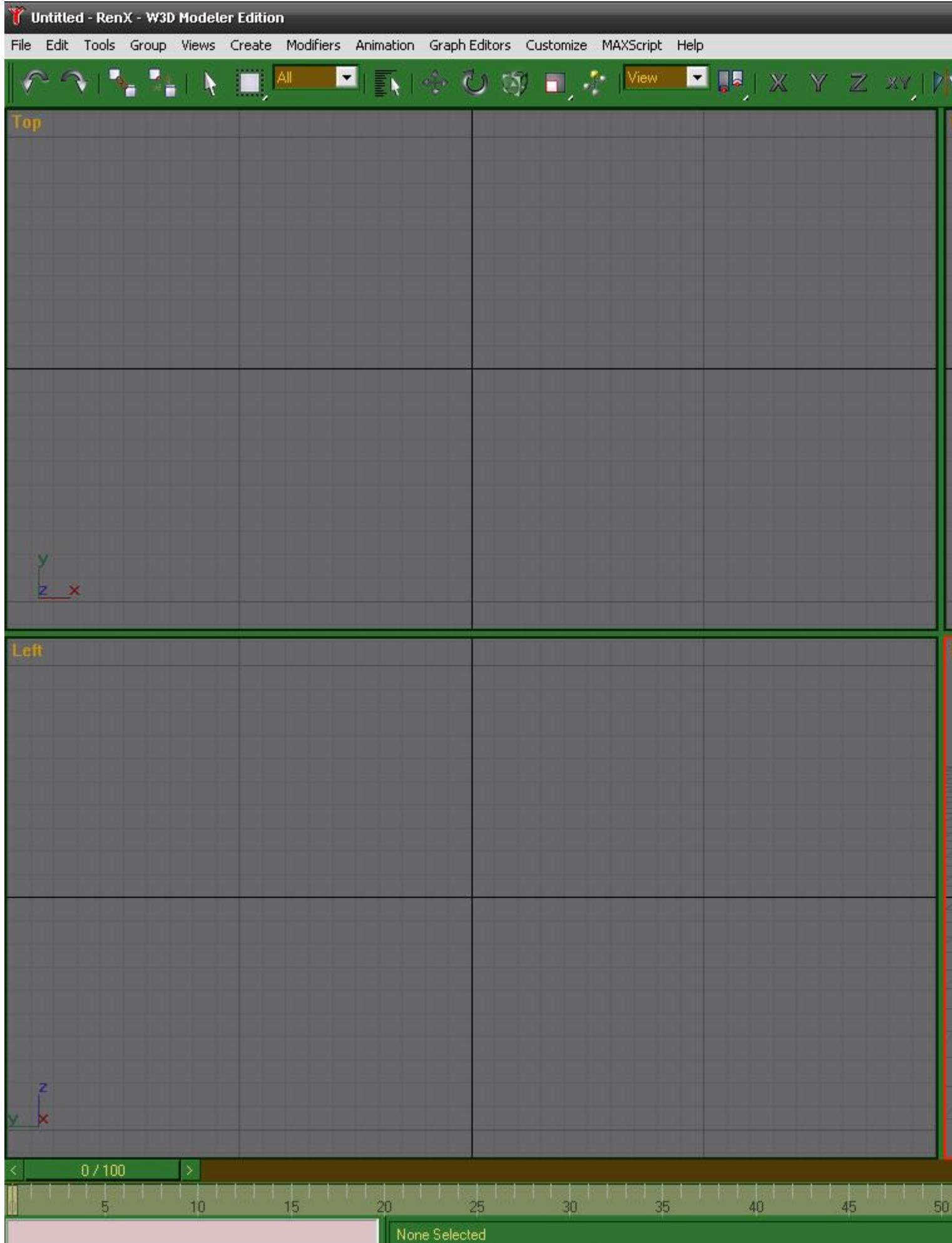
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Well, I tried to edit the button's icon, but it wont work. Every time I apply a new image or make a text label, it just shows up invisible.

Anyway, this is how it looks for me:

File Attachments

1) [W3Dimp.JPG](#), downloaded 531 times



Subject: Re: W3D

Posted by [ErroR](#) on Thu, 23 Apr 2009 07:59:11 GMT

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R315r4z0r wrote on Wed, 22 April 2009 22:55No it isn't already there..

Download it here. Read the Readme that's included and it will tell you how to install it:

<http://ren.game-maps.net/index.php?act=view&id=1002>

ErroR wrote on Wed, 22 April 2009 15:52to import you must go hammer icon > max script > in the drop down me select w3d import export>scroll down and select import to export use File > Export

You have to first install it into your gamepack directory before you can do that..
if ti's not there then westwood really failed...
