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 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 2384 times