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Subject: Updated W3D importer for Max  
Posted by [sloth4urluv](#) on Fri, 23 Dec 2005 03:00:12 GMT  
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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 automatically 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

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1) [W3D\\_CC-imp-V1.16.zip](#), downloaded 2505 times

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