
Subject: Re: Updated W3D importer for Max
Posted by [LR01](#) on Mon, 29 May 2006 16:49:02 GMT
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I found it out
maybay late
if somebody is still intrested, but
the file on top is a renx script, you need to open the script
I dont think it matter where you place, if you can find it.
If you are in renx, click on the toolbutton(hammer) then on MAXscript then Run script, find the file
W3D_CC-imp-V1.16 (where ever you placed it) run it, then you can scroll down and simply click
on Load W3D object
It slould work now
