Subject: Re: W3d import error Posted by Oblivion165 on Sun, 21 Oct 2007 14:02:28 GMT View Forum Message <> Reply to Message

1. Make sure that it all was extracted in "Gmax\gamepacks\Westwood\RenX\"

2. Note that the importer will error or just import blob mesh for w3d's that were exported via 3dsmax w3d export.

3. Make sure you are not trying to run the script via MaxScript and are assigning it a key via Customize ~ Customize User Interface

Like so:

4. Make sure you have the version for Gmax.

File Attachments

1) renx.jpg, downloaded 355 times

🍸 Customize User Interface					? 🔀
Keyboard Toolbars	; Qi	lads	Menus	Colors	
0					
Group: Main UI	📃 🔽 Act	ive			
Category: All Commands		-			
Action	Shortcut		Hotkey:	Ctrl+	
Hide Shapes Toggle					
Hide Unselected			Assigned to:		
Hierarchy Command Mo Hold	Alt+Ctrl+H			Assign	Remove
Ignore Extents Toggle	AK OM T				
IK Chain FK Snap					
IK Chain IK Snap					
IK Chain Snap Action					
IK Terminator Toggle					
Import a W3D file	Ctrl+l				
Import File					
Include Verts (Skin)					
Insert Selection (Spline)					
Inset selection (Mesh) Inverse Kinematics Mod					
Invisible Edge (Mesh)					
Solate Tool					
Isometric User View	U				
Keyboard Shortcut Over					
Last File 1				Write Keybo	bard Chart
Last File 2				Cours	Devel
Last File 3			Load	Save	Reset