Subject: Re: Switching characters using gmax/renx...
Posted by ChewML on Fri, 23 Oct 2009 01:41:00 GMT

Ok so I am trying to figure this out...

I downloaded this w3d importer crap, and it seems like it is working... but when I select the files to open they are not showing up in RenX?

Here is the link where I got the importer for reference.

http://www.the3rdage.net/item-48

 I followed everything it told me to do, I just don't understand why it is not appearing to open the files?

Edit: Maybe this will help explain... It ask me to select w3d to import, I select c_ag_gdi_locke... then it ask for skeleton w3d to import... any suggestions?