

---

Subject: how...

Posted by [LiL KiLLa](#) on Fri, 31 Oct 2008 19:56:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

can anyone explain me how i can open .w3d files

---

---

Subject: Re: how...

Posted by [ErroR](#) on Fri, 31 Oct 2008 20:13:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It depends on what u want to do with them..

---

---

Subject: Re: how...

Posted by [\\_SSnipe\\_](#) on Fri, 31 Oct 2008 20:15:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

w3d viewer part of renegade tools

---

---

Subject: Re: how...

Posted by [LiL KiLLa](#) on Fri, 31 Oct 2008 21:15:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i wanna open em and try to edit then....

---

---

Subject: Re: how...

Posted by [ErroR](#) on Fri, 31 Oct 2008 21:18:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

They have to open atuomaticly (on double click) if they are installed properly.. to edit grab gmax and W3d importer/exporter to edit (a pain in the ass sometimes)

[http://www.renhelp.net/index.php?mod=Content&action=view&id=Getting+Star ted](http://www.renhelp.net/index.php?mod=Content&action=view&id=Getting+Star+ted)

---

---

Subject: Re: how...

Posted by [LiL KiLLa](#) on Fri, 31 Oct 2008 21:40:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

double click on w3d files and there happen nothing ????

---

---

Subject: Re: how...

Posted by [samous](#) on Fri, 31 Oct 2008 21:41:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

you could also use Renx (from renegade tools) and just get a plug-in for importing W3D files... if you want it, i can find it for you.

=samous

EDIT: its a easier way to edit them, its ment for all 3D suff.

---

---

Subject: Re: how...

Posted by [\\_SSnipe\\_](#) on Fri, 31 Oct 2008 21:43:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Edit them in which way

---

---

Subject: Re: how...

Posted by [LiL KiLLa](#) on Fri, 31 Oct 2008 22:07:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ill wait

---

---

Subject: Re: how...

Posted by [LR01](#) on Fri, 31 Oct 2008 22:27:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Killaaaaa wrote on Fri, 31 October 2008 22:40

double click on w3d files and there happen nothing ????

true, you first need to open hierarchy

---

---

Subject: Re: how...

Posted by [LiL KiLLa](#) on Fri, 31 Oct 2008 22:37:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

whats that ?

---

---

Subject: Re: how...

Posted by [Gen\\_Blacky](#) on Sat, 01 Nov 2008 01:35:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<http://renhelp.net/?mod=Content&action=view&id=Getting+Started>

---

---

Subject: Re: how...

Posted by [\\_SSnipe\\_](#) on Sat, 01 Nov 2008 03:03:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Killaaaaa wrote on Fri, 31 October 2008 15:37whats that ?

Look at the picture closely and you will see

---

---

Subject: Re: how...

Posted by [ErroR](#) on Sat, 01 Nov 2008 09:53:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

On the right there is a "Hirichiery" (what ever) text with a + near it click the plus then the model ..

---

---

Subject: Re: how...

Posted by [LiL KiLLa](#) on Sat, 01 Nov 2008 17:21:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

thx for the point

can i edit now with w3d viewer ?

---

---

Subject: Re: how...

Posted by [\\_SSnipe\\_](#) on Sat, 01 Nov 2008 17:23:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Killaaaaa wrote on Sat, 01 November 2008 10:21

thx for the point

can i edit now with w3d viewer ?

---

If your trying to edit them like chage the way they look you need gmax, but I dont know how to use it to me its fucking hard so someone else will have to post here and explain step by step of how to do all this advance modeling crap

---

---

Subject: Re: how...

Posted by [LiL KiLLa](#) on Sat, 01 Nov 2008 17:46:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

lol okay...

or maybe any tutorial sites

---

---

Subject: Re: how...

Posted by [ErroR](#) on Sat, 01 Nov 2008 18:35:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

like the one everyone redirects you to when they don't know the answee > [www.renhelp.net](http://www.renhelp.net)

---

---

Subject: Re: how...

Posted by [LiL KiLLa](#) on Sat, 01 Nov 2008 19:19:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

how can i copy a body in w3d viewer ?

---

---

Subject: Re: how...

Posted by [ErroR](#) on Sat, 01 Nov 2008 20:26:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

u can't u need to import it in gmax

---

---

Subject: Re: how...

Posted by [\\_SSnipe\\_](#) on Sat, 01 Nov 2008 20:28:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Killaaaaa wrote on Sat, 01 November 2008 12:19how can i copy a body in w3d viewer ?  
Dude its not that easy to copy and paste and connect you have to import remodel and all this other bullshit its not easy work if your learning it read the tuts and then try.

---

---

Subject: Re: how...

Posted by [ErroR](#) on Sat, 01 Nov 2008 20:31:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

SSnipe wrote on Sat, 01 November 2008 22:28Killaaaaa wrote on Sat, 01 November 2008 12:19how can i copy a body in w3d viewer ?

Dude its not that easy to copy and paste and connect you have to import remodel and all this other bullshit its not easy work if your learning it read the tuts and then try.  
better try weapons and vehicles first

---

Subject: Re: how...

Posted by [LiL KiLLa](#) on Sat, 01 Nov 2008 20:36:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

im logged but where is the code

---

Subject: Re: how...

Posted by [ErroR](#) on Sat, 01 Nov 2008 20:46:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

close gmax run this reg file press ok and ur done  
<http://ren.game-maps.net/index.php?action=file&id=685>

---

Subject: Re: how...

Posted by [LiL KiLLa](#) on Sat, 01 Nov 2008 21:23:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

is program illegally ??

---

Subject: Re: how...

Posted by [ErroR](#) on Sat, 01 Nov 2008 21:31:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

no, because autodesk does not support gmax any more and they don't send the free codes any more.

---

Subject: Re: how...

Posted by [LiL KiLLa](#) on Sat, 01 Nov 2008 21:53:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok.....

btw why wont open .w3d?

---

Subject: Re: how...

Posted by [Omar007](#) on Sat, 01 Nov 2008 22:00:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You will need the W3D Importer

Importer:

<http://www.renhelp.net/downloads/W3DImporter.zip>

How to install, readme's etc are all included.

Also you probably want to use the RenX gamepack for GMax.

This is installed together with the RenegadePublicTools:

<ftp://ftp.westwood.com/pub/renegade/tools/RenegadeToolsInstaller2.exe>

---

---

Subject: Re: how...

Posted by [LiL KiLLa](#) on Sat, 01 Nov 2008 22:16:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

readme = to long..... pls tell me in short words how can i open w3d ...

---

---

Subject: Re: how...

Posted by [samous](#) on Sun, 02 Nov 2008 01:46:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

... use the import W3D tool in your menu. If its not there, add it.

---

---

Subject: Re: how...

Posted by [Omar007](#) on Sun, 02 Nov 2008 10:18:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

After installing the Importer (and RenX what i did) it should look like this when booting:

The UI should look like this. In the MAXScript menu you should see 'Import W3D':

Click it and browse for a W3D file:

After this hit 'Open' and voila! Your W3D into Gmax/RenX

I hope this helped you.

PS. If anyone knows how to make Spoilers it would be much handier for me to post images while keeping message small

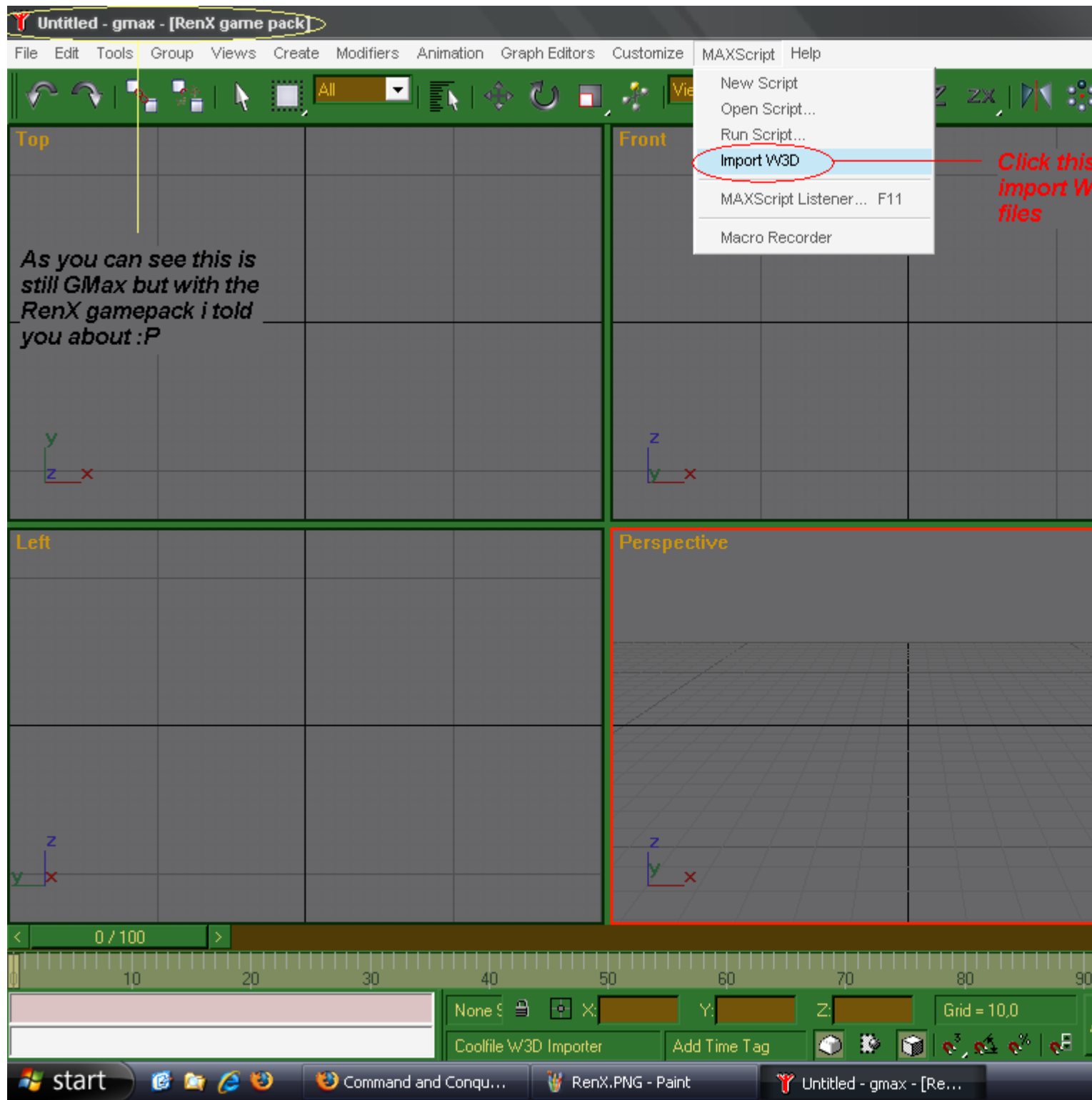
### File Attachments

---

1) [RenX.PNG](#), downloaded 297 times

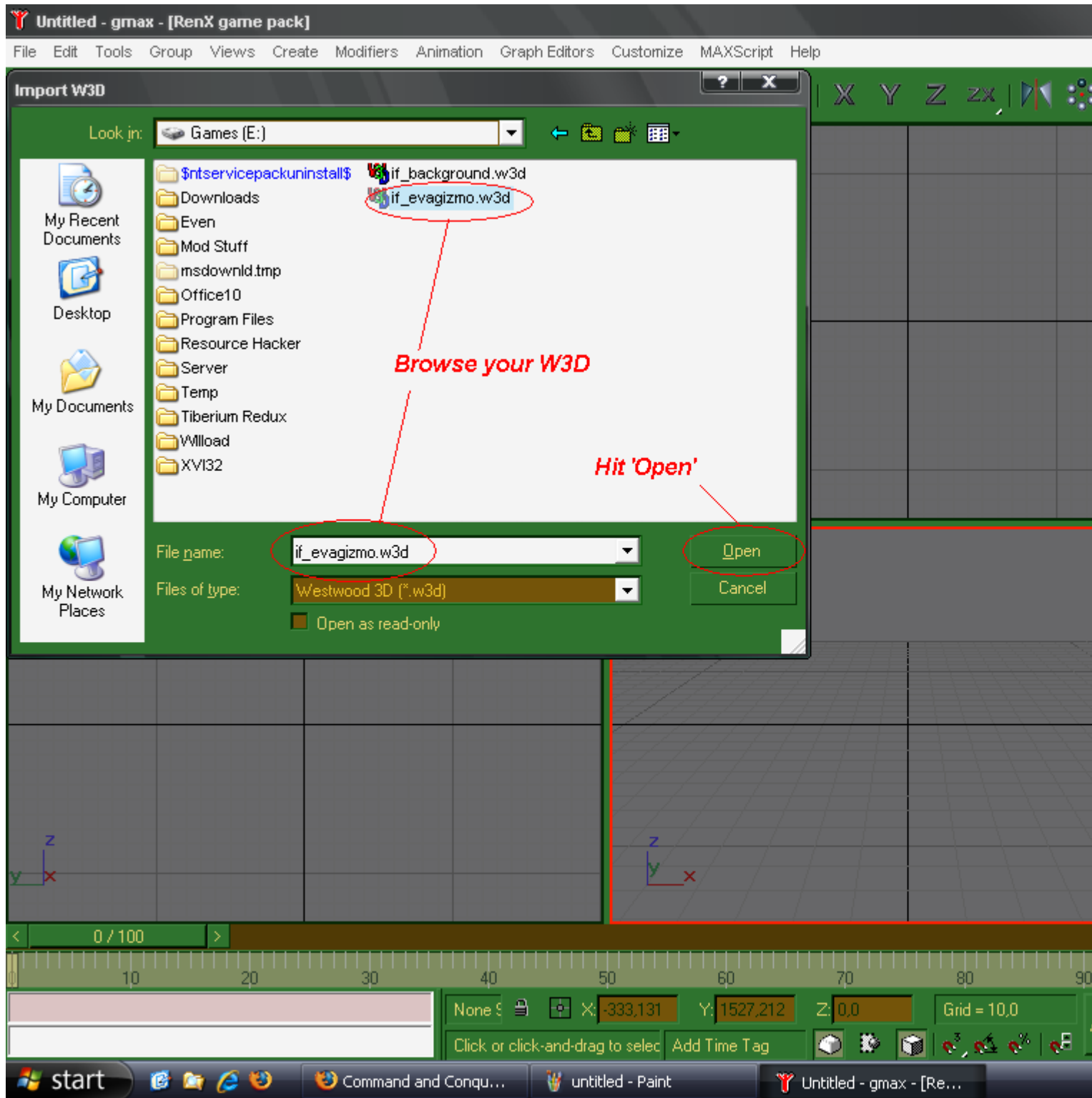


2) [RenX UI.PNG](#), downloaded 300 times



3) [Browse W3D.PNG](#), downloaded 295 times





Subject: Re: how...

Posted by [LiL KiLLa](#) on Sun, 02 Nov 2008 17:57:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: how...  
Posted by [Omar007](#) on Sun, 02 Nov 2008 18:05:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

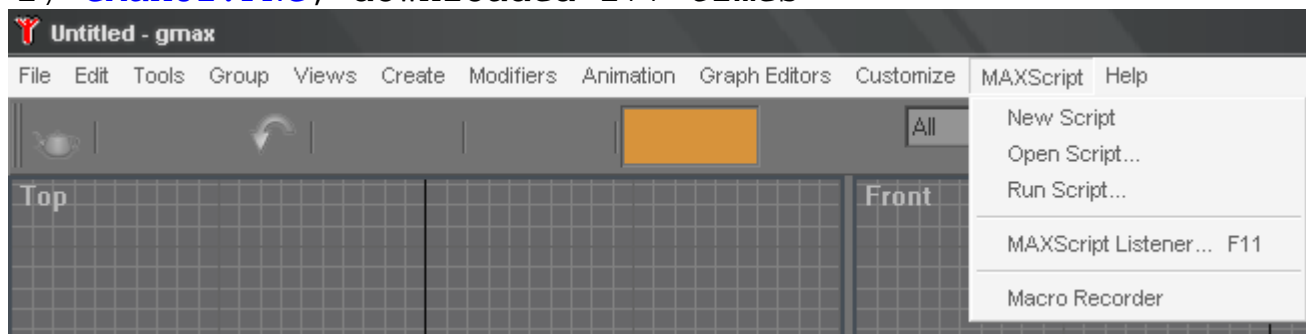
Lol  
You sure you installed corectly?? I miss the RenX Gamepack in the left upper corner...

Here is my GMax:

As you see it is missing in GMax but as i showed you above it is in RenX. Try to install RenX.  
After that reinstall the plugin. Than it all works fine as you see on my pictures

### File Attachments

1) [GMaxUI.PNG](#), downloaded 277 times



---

Subject: Re: how...  
Posted by [LiL KiLLa](#) on Sun, 02 Nov 2008 18:11:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

tx but...

---

Subject: Re: how...  
Posted by [samous](#) on Mon, 03 Nov 2008 02:20:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

but...?

---

Subject: Re: how...  
Posted by [N1warhead](#) on Mon, 03 Nov 2008 03:08:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's not really that hard to load it up lol.

Goto Maxscript, click on Run Script, load up the Script file if it's in your Scripts folder in Gmax/RenX/3d's Max. And then goto the Utilities tab on the right side of Gmax/RenX/3d's Max. Then click on MAXScript, then goto where it says utilities on the bottom of that new tab and select W3D Importer, tada.

---

---

Subject: Re: how...

Posted by [samous](#) on Tue, 04 Nov 2008 01:59:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

... i'm sry, but that is actually kinda a contradictory, you say its not to confusing, then post all this mumble "Goto Maxscript, click on Run Script, load up the Script file if it's in your Scripts folder in Gmax/RenX/3d's Max. And then goto the Utilities tab on the right side of Gmax/RenX/3d's Max. Then click on MAXScript, then goto where it says utilities on the bottom of that new tab and select W3D Importer, tada." wich is huge, and made no sense to me, even though i already installed it.

=samous

---

---

Subject: Re: how...

Posted by [ErroR](#) on Tue, 04 Nov 2008 09:56:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I use the hammer icon and max scripts there, better sometimes when you need to edit w3d settings too

---

---

Subject: Re: how...

Posted by [devonx25](#) on Sat, 08 Nov 2008 20:43:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

how do I get renx & wd3. .

---

---

Subject: Re: how...

Posted by [Di3HardNL](#) on Sat, 08 Nov 2008 20:49:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

renhelp.net is the place where you can get the tools

---