

---

Subject: Abjab's W3D importer now available for public beta

Posted by [Anonymous](#) on Thu, 13 Feb 2003 17:23:00 GMT

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

---

quote:Originally posted by StoneRook:Make sure you have deleted any earlier copy of w3d-importer.mse. (search your drive and delete any copies of this file)Make sure you use the one that is in the w3dimporter2.zip. (dated 2/12/2003) - make sure RenX is off when you copy the file into the .../renx/scripts/startup folder - just drag it from the zip directly into this folder.you should have a copy of RenX-WME in the .../renx/scripts folder - this file puts the w3d icon on the toolbar (and your RenX should say - RenX- W3D Modeler Edition on the top menu bar ---> (all the supporting files in the first zip are ok)you should have a w3d icon on your main toolbar - next to the material library - clicking that should start it.if it still doesnt work - you may not be compatable - and you will have to wait till it comes out of beta.I see it says W3d modelers edition on the top but i dont see an W3d icon on my main bar...

---