

---

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

Posted by [Anonymous](#) on Tue, 11 Feb 2003 07:13:00 GMT

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

---

quote:Originally posted by Jonathan Wilson:go into your gmax folder, then into gamepacks, westwood, renx, scripts, startupthen put the script file in thereOk, done so, when i Start gmax.--Runtime error: fileln: can't open file - "RenX-WME.ms"what shall i do.

---