
Subject: Re: .gmax to .max converter/importer
Posted by [CarrierII](#) on Wed, 16 May 2007 13:51:03 GMT
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I'm proving to jerad that the W3D importer DOES work with Max9.

Here's how -

Create the path

C:\Program Files\Autodesk\3ds Max 9\gamepacks\Westwood\RenX\RenX-WME
exists, because the W3D importer is (or appears) to be hardcoded to look for
...\gamepacks\westwood\renx\renx-wme\

Then extract the W3D importer stuff into that directory as if it was the \gamepacks\etc... directory
of a Gmax install.

NB: I've only used some of the functions within the importer, and am unsure as to how many work.
I know the "Recently opened W3D list" that appears in the File menu of the importer window
doesn't work, for example.