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Subject: G-Max to 3DS Max Importer/Exporter?

Posted by [Sir Phoenixx](#) on Fri, 04 Jul 2003 23:10:46 GMT

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After placing the folders/files in their correct locations, you start 3dsmax, and there is supposedly a button somewhere that you click and get a dialog, find the file to import and import...

I've got the files in the correct places, started my 3dsmax, as soon as it got done loading, it gave me an error that said there was something wrong with the function (or whatever it was) "setapptitle" in the scripts file (.mse in the scripts/startup folder). I then got the w3dimporter2.zip thing and put the .mse from that in its place and it didn't fix it.

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