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

Posted by [spreegem](#) on Sat, 05 Jul 2003 17:54:22 GMT

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Sir Phoenixspreegem O don't think the w3D importer works for us I I gonna use The Quake Game Pack, and Milkshape.

No, it works..

You just have to emulate the Gmax folders...

Skier222i figured it out, i got that same message as you did.

so i just made up those folders and put that file in that folder

it goes:

C:\3dsmax5\gamepacks\Westwood\RenX\RenX-WME\Plugins

then put the "W3D-Importer.ini" file in the plugins folder

u must make up the "gamepacks", "westwood", "Renx", "RenX-WME" and "Plugins" folders.

Do you out it in the G-Max folders, or in the 3DS Max folders like Skier said??

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