
Subject: W3D Importer for Max 5 Now Available
Posted by [Dante](#) on Mon, 15 Dec 2003 22:21:10 GMT
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yeah, that path isn't correct, it should be in your maxroot/scripts/startup/ directory.

that should fix the problem, i guess i should have changed the error dialog, what version of 3ds are you running, cause i just tried the script under 4 and 5 and it works fine.
