
Subject: Export/Import problem
Posted by [RetrocideX](#) on Tue, 22 Mar 2005 18:00:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

How do you import scenes made in Gmax or RenX to 3DS max. Is there a specific plug-in I need because niether the P3D or W3D formats work.

Subject: Export/Import problem
Posted by [Deactivated](#) on Tue, 22 Mar 2005 18:08:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Export the Gmax file to W3D and then import the W3D to 3DS Max using the W3D importer script.

Subject: Export/Import problem
Posted by [RetrocideX](#) on Tue, 22 Mar 2005 18:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Where might I find this script?

Subject: Export/Import problem
Posted by [Deactivated](#) on Tue, 22 Mar 2005 18:16:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.cnc-source.com/files/pafiledb.php?action=file&id=526>

Subject: Export/Import problem
Posted by [RetrocideX](#) on Tue, 22 Mar 2005 18:31:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thats the converter for files that come from 3DS max into Gmax/Renx. I want the oposite. Do you know how to do that?

Subject: Export/Import problem
Posted by [Deactivated](#) on Tue, 22 Mar 2005 18:56:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Even if it states that the script is for Gmax, it works in Max as well.

Subject: Export/Import problem
Posted by [RetrocideX](#) on Tue, 22 Mar 2005 19:06:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well I extracted those exact files that you showed me into my 3DS max directory. It now shows as RenX W3D modelers edition, but I still cannot get a W3D or Gmax file into 3DS max.

Subject: Export/Import problem
Posted by [Deactivated](#) on Tue, 22 Mar 2005 19:14:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

You need to edit the 3DS toolbar and add the W3D Importer button from the list to toolbar.

Subject: Export/Import problem
Posted by [RetrocideX](#) on Tue, 22 Mar 2005 19:25:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Argh. I'm sorry for so many questions but where is the list that I'll find this W3D importer button.

Subject: Export/Import problem
Posted by [Deactivated](#) on Tue, 22 Mar 2005 19:52:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

post count +1

Customize>Customize User Interface>Toolbars tab and scroll down until you see "Import a W3D File". Drag it to where you can easily access it.

Subject: Export/Import problem
Posted by [RetrocideX](#) on Tue, 22 Mar 2005 20:34:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

New problem. I did all that you said, now, when I click it. It says "W3D importer.ini not found make sure it is in C:/Gmax/Westwood/gamepacks/RenX/RenX-WME/plugins". Ok so I went to put the ini file in there except I only get as far as RenX-WME after that there is no plugin folder for it.

Subject: Export/Import problem
Posted by [RetrocideX](#) on Wed, 23 Mar 2005 16:25:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry for double post but I really need this importer working for the progression of my teams mod.

Can any one help?
