Subject: W3D to gmax importer ?
Posted by Anonymous on Thu, 13 Feb 2003 16:49:00 GMT
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How do u use the W3D to gmax importer?   The readme isnt exactly that helpfull

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Subject: W3D to gmax importer ?
Posted by Anonymous on Thu, 13 Feb 2003 17:25:00 GMT
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What exactly are you having trouble with? Script won't run?Can't find w3d files?Don't understand the interface?

Subject: W3D to gmax importer ?
Posted by Anonymous on Thu, 13 Feb 2003 17:38:00 GMT
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my problem is i dont know how to find the w3d orca file...

Subject: W3D to gmax importer ?
Posted by Anonymous on Thu, 13 Feb 2003 17:48:00 GMT
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well u said in that other forum that u can import stuff from renegade into gmax i think....so how do i do that?

Subject: W3D to gmax importer ?
Posted by Anonymous on Thu, 13 Feb 2003 17:48:00 GMT
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Bladewarrior - Renegade stores it's files in a large archive called always.dat. Use XCC Mixer to extract files from always.dat. (search google for download)Once you've opened always.dat with XCC, look for files named v_gdi_orca, and extract those.Once those files are extracted, open them in RenX with the importer.

Subject: W3D to gmax importer ?
Posted by Anonymous on Fri, 14 Feb 2003 03:32:00 GMT
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Thank you Seagle, you help is appreciated