
Subject: gMAX W3D Importer
Posted by [nopol10](#) on Sat, 18 Aug 2007 02:15:40 GMT
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I downloaded the W3D importer for gMAX and stuffed the files where you are supposed to stuff them.

When I ran the script w3d-importer.mse, nothing happens.

How exactly do I use the script?

Subject: Re: gMAX W3D Importer
Posted by [Oblivion165](#) on Sat, 18 Aug 2007 05:05:44 GMT
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Customize User Interface ~ Import a W3D ~ Assign to key

Subject: Re: gMAX W3D Importer
Posted by [R315r4z0r](#) on Sat, 18 Aug 2007 07:31:22 GMT
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Yes, I am having this same problem. I used to have a W3D importer, that I could use with Maxscript, but since I reinstalled Renx, and reinstalled w3d importer, it doesn't work anymore.

I got it to work one time by assigning it to a key, but I wonder why it doesn't work with MAXscript anymore..

Subject: Re: gMAX W3D Importer
Posted by [nopol10](#) on Sat, 18 Aug 2007 08:41:38 GMT
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Ok, I got it working. Thanks.
