
Subject: W3D Material editor in 3Ds Max
Posted by [R315r4z0r](#) on Wed, 31 Dec 2008 19:05:11 GMT
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How do I use the W3D Material editor in 3Ds Max 9? Do I have to download a plugin?

I've seen some video tutorials on Renhelp where you just click on it, but I don't know how to install it.

Subject: Re: W3D Material editor in 3Ds Max
Posted by [danpaul88](#) on Wed, 31 Dec 2008 19:19:44 GMT
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You can't, the W3D tools don't work in Max 9, you need Max 8. Then download the W3D tools plugin for Max 8 from <http://www.renhelp.net/index.php?load=Downloads>

Subject: Re: W3D Material editor in 3Ds Max
Posted by [R315r4z0r](#) on Wed, 31 Dec 2008 19:44:59 GMT
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But I already have a working W3D importer :\

Oh well I guess..

Subject: Re: W3D Material editor in 3Ds Max
Posted by [danpaul88](#) on Wed, 31 Dec 2008 20:06:23 GMT
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It's not the importer you want, it's the 'W3D Exporter for 3d Studio Max' that you need, it includes the ability to export to Renegade .w3d files and all the associated W3D utilities that are in RenX, such as the W3D material type and the WWSkin spacewarp.
