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Subject: Exporting w3d

Posted by [Good-One-Driver](#) on Sun, 16 Aug 2009 18:19:41 GMT

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ty i figured that out now i got another problem lol

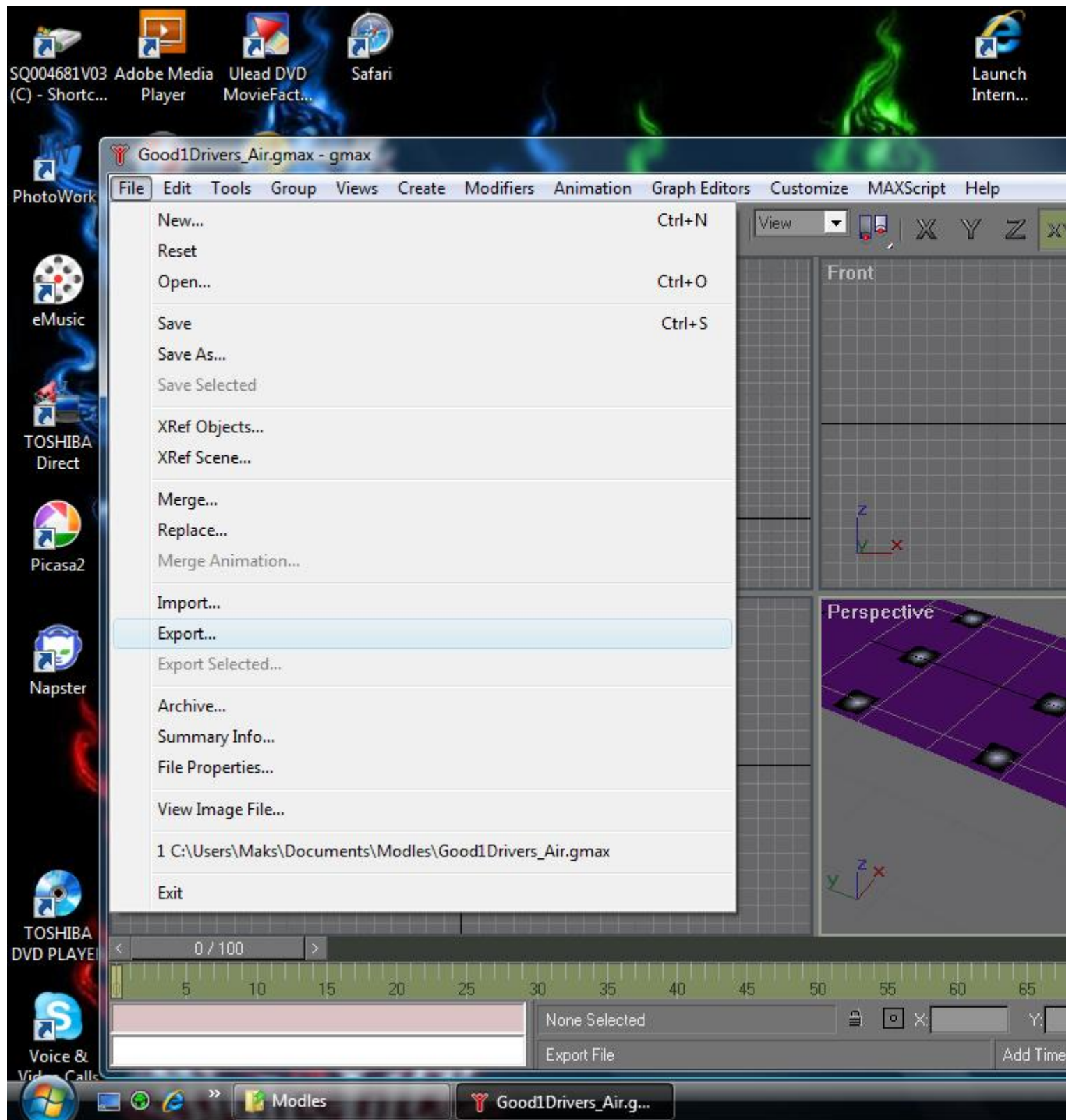
i did everthing in gmax and saved it now im trying to open it in renx it wont open/show

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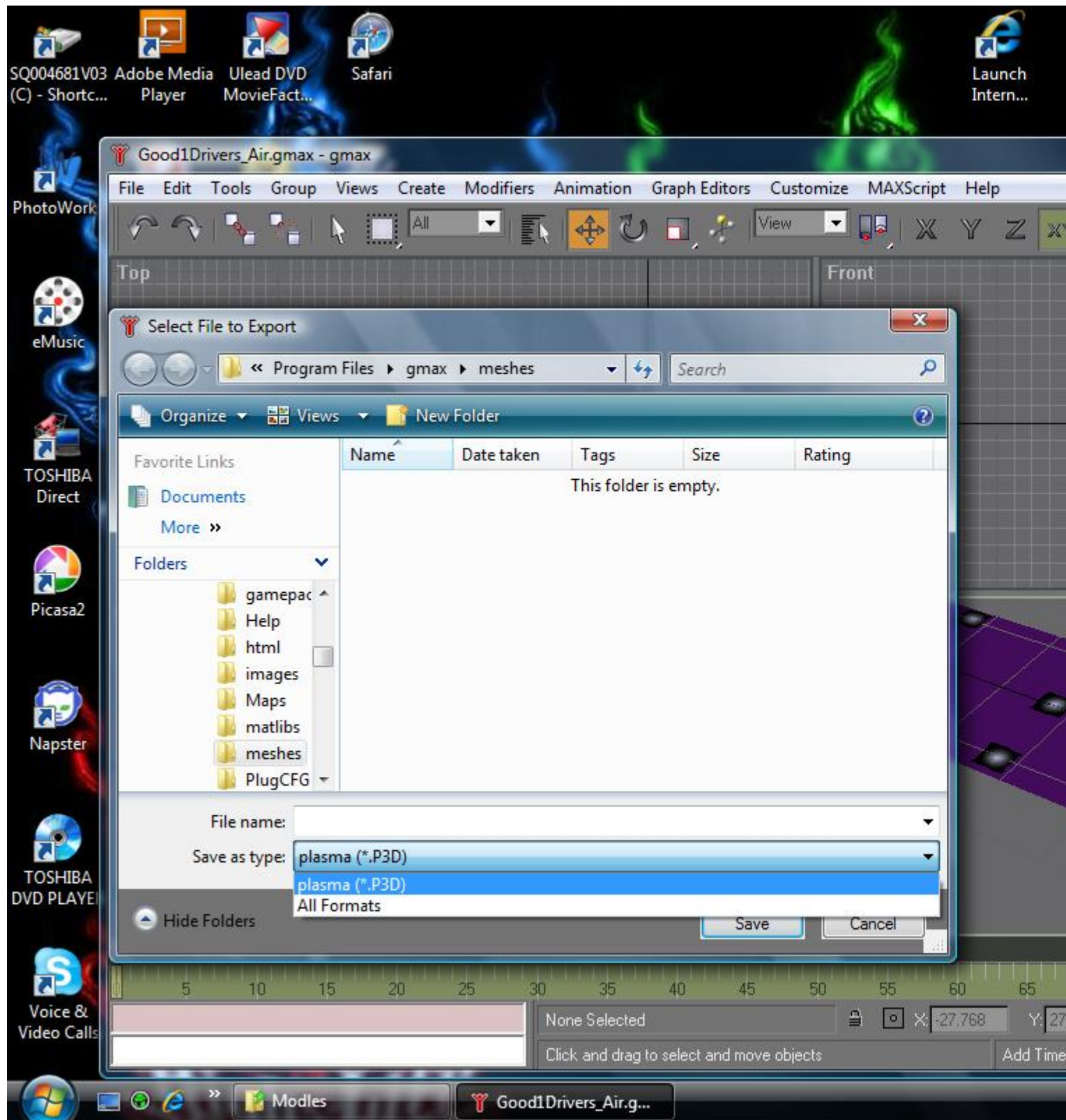
#### File Attachments

1) [1.jpg](#), downloaded 259 times

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2) [2.jpg](#), downloaded 253 times



Subject: Re: Exporting w3d  
Posted by [Reaver11](#) on Sun, 16 Aug 2009 18:30:23 GMT

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You need to start up Renx not gmax.

(The Renx plugin is installed via the rentools setup, if it is installed it should be located in the gamepacks folder in gmax)

Btw the green piece is not fitting the purple place duno if thats intended.

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Subject: Re: Exporting w3d

Posted by [Good-One-Driver](#) on Sun, 16 Aug 2009 19:00:05 GMT

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Reaver11 wrote on Sun, 16 August 2009 13:30 You need to start up Renx not gmax.

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Subject: Re: Exporting w3d

Posted by [cnc95fan](#) on Sun, 16 Aug 2009 19:10:11 GMT

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Also, it's "models", not modles

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Subject: Re: Exporting w3d

Posted by [LR01](#) on Tue, 18 Aug 2009 16:59:30 GMT

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Gmax can only export as P3D, which it can't even import back... I never found something that could import it anyway.

Though, try googeling it

<http://www.google.nl/search?q=convert+p3d&hl=nl&ie=ISO-8859-1&aq=f&amp;oq=&btnG=Zoeken>

and try sites like these, well if you really want it.

<http://forums.techguy.org/windows-nt-2000-xp/462979-p3d-file-how-do-i.html>

Else, you can always search for gmax exporter ore something.

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