
Subject: Looking for w3d animations that wont import properly into max
Posted by [jonwil](#) on Wed, 01 Jan 2014 09:55:39 GMT

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I am looking for any w3d files with animations that wont properly import into max using the latest w3d import script. That way I can figure out what specifically about those animations is not importing correctly and improve the import script to work properly.

If you have/know of any such w3d files (whether they be stock renegade, from a mod or one you made yourself), please let me know and point me at the relevant w3d file.

Subject: Re: Looking for w3d animations that wont import properly into max
Posted by [danpaul88](#) on Sat, 04 Jan 2014 21:36:34 GMT

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Does it support animations that were exported as pure animation, using a skeleton? It'd be really handy to be able to import those... ideally importing the source skeleton first and then importing one or more pure animation files into it with the importer appending each imported animation to the end of the current scenes animation track, preserving both the original animation in the skeleton file (if any) and each separate animation that was imported.

Subject: Re: Looking for w3d animations that wont import properly into max
Posted by [Gen_Blacky](#) on Sun, 05 Jan 2014 01:20:12 GMT

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danpaul88 wrote on Sat, 04 January 2014 14:36 Does it support animations that were exported as pure animation, using a skeleton? It'd be really handy to be able to import those... ideally importing the source skeleton first and then importing one or more pure animation files into it with the importer appending each imported animation to the end of the current scenes animation track, preserving both the original animation in the skeleton file (if any) and each separate animation that was imported.

never had a problem importing animations with skeletons that i noticed. (hand animations and character animations)

Subject: Re: Looking for w3d animations that wont import properly into max
Posted by [Jerad2142](#) on Tue, 14 Jan 2014 19:12:18 GMT

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Here you can give this one a try, I know it won't import into RenX, but I don't have Max8 installed to see if it fails there, I know RenX crashes when it gets to the "Animating..." phase (works fine in game).

File Attachments

1) [WallMountFireEx.W3D](#), downloaded 212 times
