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Subject: Using The W3D Importer  
Posted by [Sanada78](#) on Sun, 04 May 2003 21:11:39 GMT  
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Sorry that I'm asking so many questions, I having a bad mapping day. My map just corrupted somehow and I have a copy of it in W3D format. I just need to know how to use the importer. The ReadMe just says, "To use the converter, press the "import a w3d file" button." Where is this button?

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Subject: Using The W3D Importer  
Posted by [maytridy](#) on Sun, 04 May 2003 23:12:57 GMT  
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Go to the utilities tab and look under Max Script. There, you will see a dropdown, re-select the importer from the list. Then scroll down and you will find the import a w3d file" button.

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