Subject: W3D>>Gmax Importer Help
Posted by Spice on Wed, 31 Mar 2004 23:01:59 GMT
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Ive posted this thread In a few forums and nothing yet that has really helped me get this to work.
Ive gotten , I need to add a button and I need to put the plugin in the plug-ins folder. I installed it
exactley like the Read-me said. But ilstill dont see the button im suppose to use to import them.
Im a little confused as to what to do to get this to work exactly so if anyone could tell me or give
me a exact installation process it would help ALOT. I would really appreciate it too

Subject: W3D>>Gmax Importer Help
Posted by bigwig992 on Wed, 31 Mar 2004 23:22:08 GMT
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Sorry, guess I was too blunt on the RenAlert forums, here you go.

Download this,

www.drireign.net/Bigwig/gmax2w3d.dle

and put it into your \gmax\gamepacks\westwood\renx\Plugins folder. Then look at max script and
it will be in the drop down menu...

Subject: W3D>>Gmax Importer Help
Posted by Spice on Thu, 01 Apr 2004 00:26:39 GMT
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Ok now i know something is wrong wiht my gmax/renx. Im gonna reinstall and put that folder in
my plugins for renx and see if that works. The file I downloaded before was from renevo and and
came with alot more files than that though :dontgetit: . im gonna go brain dead before i get this
working :huh:

Subject: W3D>>Gmax Importer Help
Posted by Spice on Thu, 01 Apr 2004 19:54:08 GMT
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Ok I reinstalled and put that file in my plugins folder. It still didnt work so i took a pic of all what is
in the folders in my gmax/gamepacks/westwood/renx folder. Someone take a look and see what
im missing.

The pic has
/scripts/startup folder (scripts has startup fldr in it but otherwise its emtpy)

/plugins
/ui

The rest are empty folders.

What am i missing

Subject: W3D>>Gmax Importer Help
Posted by bigwig992 on Thu, 01 Apr 2004 20:31:22 GMT
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Try clicking on "Max Script>load maxscript". On the top, and then navigate toe the file i gave you, then try and search the max script button.

Subject: W3D>>Gmax Importer Help
Posted by Spice on Thu, 01 Apr 2004 22:21:28 GMT
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No it didnt work , I hit maxscrip on the top bar and i hit load script and select the file and it gave me some incoded text or somthing. Do you think maybe its my version of gmax? I have 1.2.

Subject: W3D>>Gmax Importer Help
Posted by Spice on Sat, 03 Apr 2004 04:20:05 GMT
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KujoYes i did have a problem at first. In the readme file provided in the .zip, it says that there will be a new icon in the tray......there isnt...what i did was in RenX, go to "Customize" and click on "Customize User Interface". Then i just scrolled down the list until i found "Import a W3D file" and assigned a hotkey to it. For Ex: "Ctrl+Alt+Shift+I"

Thats exactly how to get it to work Just assign it a hotkey. I used Ctrl+I. Thanks so much to kujo of the renstation.net modding forums.