
Subject: W3D to gmax Importer - Updated!

Posted by [Anonymous](#) on Mon, 03 Feb 2003 17:27:00 GMT

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Over the past three weeks or so, I've cobbled together a script which imports Renegade's .w3d file format into gmax. Today, I'm releasing version 1.0. The current version supports all meshes, bones, and basic geometry, as well as single-textured objects. Animation and multi-textured/multi-pass meshes are not yet supported. This means that you'll be able to import the geometry from any w3d file - characters, vehicles, maps, etc. Textures will be imported correctly for characters and vehicles. However, in general, textures will not be imported for maps because most maps use multiple material passes. I'll be ironing out that issue for a future version of the script. A few screens - Renegade - Visceroid Generals - F22 Raptor Renegade - Some bald guy Renegade - Level 10 Head to this page to download the script, and be sure to read the ReadMe file for installation instructions. Enjoy! [February 05, 2003, 15:54: Message edited by: Seagle]
