Subject: looking for gmax files...
Posted by Anonymous on Tue, 21 Jan 2003 03:01:00 GMT
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Just an update for you Johnathan.....I have extracted these sets of animation bones for the files
you listed.....as far as the animation for these files.....good luck finding someone who can extract
these with the animations still intact till the gmax import plugin has been reworked to enable
animation imports.Here is my list of what i have done so far on the stuff you have
listed._____Legend:* = extracted,converted to
gmax,and scaled*! = extracted converted to gmax,scaled and retextured0\% = no geometry {pure
animation...unextractable by my method}25\% = bones extracted to "useable" format for gmax
import50\% = extracted and converted to gmax {not scaled}100\% = can be found in westwoods
official building pack
release_____door_0.w3d *!dr_0.w3d
*dr_0c.w3d *dr_1.w3d <------25\%dr_2.w3d <------25\%dr_3.w3d <------25\%com_mainfrm.w3d
<------25\%com_mct.w3d <------100\%com_tv.w3d <------25\%hel_ag_exp.w3d
<------50\%pwr#dam01.w3d <------25\%pwr#dam02.w3d <------25\%pwr#dam03.w3d
<------25\%pwr#dam04.w3d <------25\%pwr#dam05.w3d <------25\%pwr#dam06.w3d
<------25\%pwr#dam07.w3d <------25\%pwr#dam08.w3d <------25\%pwr_ag_ext.w3d
<------25\%pwr_ag_piston.w3d <------0\%pwr_fan01.w3d <------25\%pwr_glass_door.w3d
<------25\%pwr_mainfrm.w3d <------25\%pwr_mct.w3d <------100\%ref_ag_fire.w3d
<------0\%ref_belt01.w3d <------25\%ref_belt02.w3d <------25\%ref_belt03.w3d
<------25\%ref_belt04.w3d <------25\%ref_belt05.w3d <------25\%ref_crusher.w3d
<------25\%ref_fire.w3d <------25\%ref_mct.w3d <------100\%ref_neon.w3d
<------25\%ref_tib_dump.w3d <------25\%ref_wlklts.w3d
<------25\%_____These can all be rebuilt back
into working gmax animated models with a little work.Let me know if you want me to continue
further.....if not i will rebuild them at my own leisure and release them as Reworked westwood
models.Eric.