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Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Dante](#) on Thu, 10 Apr 2003 15:19:44 GMT

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Laeubiwhy don't you just code a .3ds exporter for GMAX, that will do all.

.3ds files can be imported by GMAX and then reset the textures is just a second away.

You can also import w3ds no theres a importer for GMAX.

The only worse thing is, there is no posibility to export from GMAX to .3ds

Gmax was made to NOT be able to write files (hence 3ds files) the support is not in the coding... yes, the w3d file can be exported, and yes, so can a few others, but they are writing the file by hand via a dle or extremely in depth MaxScript...

Just buy 3ds Max, do all your modeling, export from 3ds Max as a 3ds, then import into gmax, don't spend too much brain power on this, Discreet made it that way for a reason, don't want people using the free version of there software to make the proprietary file format.

There are about 5 or 6 projects in the works in the 3ds Max community to get Gmax to export 3ds files, i have examined them all, and NONE of them have luck in it and are ALL experienced and professional MaxScript programmers...

a more useful tool, other than a 3ds exporter, why not write a .gmax IMPORTER for 3ds Max?

why use a middle man, just import the .gmax.

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