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Subject: New versions of the w3d import script and export plugin available

Posted by [jonwil](#) on Sat, 11 May 2013 03:50:59 GMT

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You can download it from <http://www.cncmods.net/files/w3dimport.zip>

To use it, just unzip into your 3ds max 8 folder. You need 3ds max 8 Service Pack 3 installed. And no, there will NOT be a GMAX version of this stuff so dont ask.

If you have a previous version of the importer installed you need to look for (and delete) the w3d-importer.mse file if it exists.

The "source" folder contains the source code to the w3dms.dlx plugin.

It also includes the dds fix for max8 to make dds files work properly.

The export plugin is the same one I released previously.

The following changes have been made to the export plugin as distributed with the last release of the BFME2 Mod SDK:

- enable Specular To Diffuse checkbox on material editor vertex materials tab

- enable Translucency edit box on material editor vertex materials tab

- enable Secondary Gradient drop-down on material editor shaders tab

- enable Publish button on material editor textures tab

- enable Frames edit on material editor textures tab

- enable Rate edit on material editor textures tab

- enable Animation Type drop-down on material editor textures tab

- enable Pass Hint dropdown on material editor textures tab

- enable Alpha Bitmap button on material editor textures tab

- enable Null (LOD) radio button on geometry options box

- enable Shatter checkbox on geometry options options box

- enable collision options box (and the physical, projectile, vehicle, vis and camera checkboxes inside it)

- enable damage region edit box on object export options box

- enable phys, proj and vis buttons on select by W3D type box

- add support so that dazzles are correctly exported

- add support for some things related to smooth skinning (a feature that's coming in the next scripts build for Renegade, mod teams already have it)

- add support for some things related to export of tangent/binormal data (needed for certain shader effects and will be supported in a future scripts build)

- Renamed the old (and useless) npatch checkbox so that it toggles whether to export tangent/binormal data.

As for the importer, the following changes have been made since the last public release:

- Correctly set "Export Geometry" on proxies.

- Correctly import UVs, vertex colors and materials (lots of fixes in this area, too many to list)

Make the importer no longer read from the old gamepacks\blah folder (a remnant from when the importer was a gmax script)

Automatically tick the "vertex colors" checkbox for vertexes that need it ticked.

Fix a crash issue with animation importing.

Fix positioning of the importer dialog boxes if you have more than one monitor.

Fix so that skinned meshes import correctly.

Not all animations correctly import at this point but I am working on it.

Things the importer wont be able to import properly due to limitations in 3ds max, the w3d file format and w3d:

Multimaterials.

Objects set to NULL (LOD)

There is a mis-named mesh in the Renegade GDI Medium Tank that causes that particular vehicle to crash when you try to import it. Its not fixable in the importer, the w3d file is just incorrect.

Please let me know of any meshes that don't properly import or any other missing features or things I should add (that haven't already been covered above)