
Subject: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [SuperFlyingEngi](#) on Fri, 28 Jul 2006 15:15:12 GMT

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Does anyone know if [and/or how] it's possible to import a mesh for the terrain of a map into RenX instead of modeling the mesh in that program, and instead just use RenX to add blockers and collision properties and textures to the map?

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [Spice](#) on Fri, 28 Jul 2006 17:08:05 GMT

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Import the mesh from where?

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [SuperFlyingEngi](#) on Fri, 28 Jul 2006 17:22:59 GMT

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Let's assume the mesh is a .3ds file, although I could also export it as a .obj or something. Actually, while writing this I realized I can export to .w3d. So let's assume the mesh is a .w3d file.

(I do most of my CG work in a program separate from 3ds MAX/gMAX/RenX)

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [Oblivion165](#) on Fri, 28 Jul 2006 17:28:49 GMT

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Well yeah, I model all my things in 3ds Max 8 and when its ready I just export to 3ds and import it into Renx.

Texture and export.

Just get proper plugins for your favorite modeling program.

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [SuperFlyingEngi](#) on Fri, 28 Jul 2006 17:41:26 GMT

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Two questions:

1) Will RenX accept 3ds files for the whole world mesh, not just doodads and such? (You'll have to excuse my ignorance on this topic, I'm not sure whether or not RenX sees a distinction in mesh vs. objects.

2) What kind of plug-ins would I need for a modeller?

Oh, and thanks for the help.

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [=HT=T-Bird](#) on Fri, 28 Jul 2006 18:32:39 GMT

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SuperFlyingEngi wrote on Fri, 28 July 2006 12:41 Two questions:

1) Will RenX accept 3ds files for the whole world mesh, not just doodads and such? (You'll have to excuse my ignorance on this topic, I'm not sure whether or not RenX sees a distinction in mesh vs. objects.

2) What kind of plug-ins would I need for a modeller?

Oh, and thanks for the help.

I can't help you with #1, but #2 is easy: A w3d exporter will do. (If someone knows how to script Blender in Python and the w3d file format, it'd be nice if they could write a w3d exporter for Blender)

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [SuperFlyingEngi](#) on Fri, 28 Jul 2006 19:36:02 GMT

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Well, everything seems to be working, except that I can't install gMax (The installer seems to lose place of what it unzips before it installs itself). I've tried redownloading and all that, but it doesn't seem to do any good. If anyone could just zip a copy of gmax and post it here, I'd be quite thankful. (That's not illegal anymore, isn't it, because gMax was disowned?)

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [Oblivion165](#) on Fri, 28 Jul 2006 20:17:43 GMT

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SuperFlyingEngi wrote on Fri, 28 July 2006 13:41 Two questions:

1) Will RenX accept 3ds files for the whole world mesh, not just doodads and such? (You'll have to excuse my ignorance on this topic, I'm not sure whether or not RenX sees a distinction in mesh vs. objects.

2) What kind of plug-ins would I need for a modeller?

Oh, and thanks for the help.

Gmax will accept 3ds formats from 3ds max 6 and up. (maybe more, but those for sure)

They loose all materials, so don't bother texturing them in 3ds max. Also the scale is lost, everything remains in proportion to the other objects, but in Gmax the import makes the model about the size of havoc's boot sole. Simply group all and scale to fix it.

Max has a W3D exporter now, however i cant find material types. Such as setting the material to light metal or wood.

As for question 2, just look for something Gmax can support, i would just go for a 3ds import/export plug-in because its widely used and Gmax already supports it.

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [Oblivion165](#) on Fri, 28 Jul 2006 20:21:52 GMT

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SuperFlyingEngi wrote on Fri, 28 July 2006 15:36 Well, everything seems to be working, except that I can't install gMax (The installer seems to lose place of what it unzips before it installs itself). I've tried redownloading and all that, but it doesn't seem to do any good. If anyone could just zip a copy of gmax and post it here, I'd be quite thankful. (That's not illegal anymore, isn't it, because gMax was disowned?)

I'll do it for you if this doesn't work:

<http://www.turbosquid.com/Download/Index.cfm?FuseAction=Download&ID=L567271&DLC=XFM83W83US>

when asked to save the filename, name is something completely different. Just in case you have a bad cached version.

So instead of saving it "Gmax12.exe" name it "123.exe"

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [Aircraftkiller](#) on Fri, 28 Jul 2006 20:42:17 GMT

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Scale is determined by the scaling units you're using in Max and by how you import the 3DS file. I forgot exactly what the option is called, by gMax will prompt you for something when you import a 3DS - uncheck it, whatever it is, and the scale will be exactly what it was from the scene in Max. There is no error in the 3DS to gMax import that will cause improper scaling unless you choose to let it do so by checking that particular option... I believe it's called scale units?

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [Oblivion165](#) on Fri, 28 Jul 2006 21:02:23 GMT

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Aircraftkiller wrote on Fri, 28 July 2006 16:42Scale is determined by the scaling units you're using in Max and by how you import the 3DS file. I forgot exactly what the option is called, by gMax will prompt you for something when you import a 3DS - uncheck it, whatever it is, and the scale will be exactly what it was from the scene in Max. There is no error in the 3DS to gMax import that will cause improper scaling unless you choose to let it do so by checking that particular option... I believe it's called scale units?

Ah, good stuff. Just uncheck convert units and its right as rain.

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [SuperFlyingEngi](#) on Fri, 28 Jul 2006 21:36:21 GMT

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Oblivion, I tried your technique, but it doesn't work. I don't think I'm running into a cache error, because the installer unzips the components well enough, but then it loses them in a temp folder and Windows Installer complains to me.

If you could install it and then just zip the program for me, I'd be most appreciative.

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [Oblivion165](#) on Fri, 28 Jul 2006 22:27:41 GMT

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<http://www.oblivioninteractive.com/files/gmax%20No%20Install.exe>

Url Fixed

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [SuperFlyingEngi](#) on Sat, 29 Jul 2006 01:40:09 GMT

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Works perfectly. Thanks a ton for your help.

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [Oblivion165](#) on Sat, 29 Jul 2006 01:42:54 GMT

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SuperFlyingEngi wrote on Fri, 28 July 2006 21:40 Works perfectly. Thanks a ton for your help.

No problem

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [PaRaDoX](#) on Sat, 29 Jul 2006 02:26:47 GMT

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lulz

not that hard when you look at it huh :V

if you look here <http://www.renegadeforums.com/index.php?t=msg&th=20390&start=0&rid=20296> you can get it. People have been having issues with it as there DX9 was fucked up so if you get error 126 download and install the newest DX9

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [SuperFlyingEngi](#) on Sat, 29 Jul 2006 02:47:38 GMT

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Well, I have another, slightly unrelated question:

How does (Or can, as the case may be) one going about creating an infantry aggregate, like Havoc's bandana released in that one infantry aggregate pack?

EDIT: Syntax errors.

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [Oblivion165](#) on Sat, 29 Jul 2006 23:03:17 GMT

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PaRaDoX wrote on Fri, 28 July 2006 22:26lulz

not that hard when you look at it huh :V

if you look here <http://www.renegadeforums.com/index.php?t=msg&th=20390&start=0&rid=20296> you can get it. People have been having issues with it as there DX9 was fucked up so if you get error 126 download and install the newest DX9

Im blind! I even looked for something like that, awesome.

Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [PaRaDoX](#) on Sun, 30 Jul 2006 00:55:57 GMT

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yeah not to hard when you sit back and look it over.
