
Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Sat, 18 Jan 2003 13:32:00 GMT

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I distinctly remember gmax having .3ds max exporting capabilities before, but after getting the new version it doesn't appear to be able to export to .3ds...Could someone post a link to a good .3ds exporter plugin for gmax? (i'll be modeling the stuff in gmax, than exporting them to .3ds and importing them into my 3dsmax so i can render them for my site...) [January 18, 2003, 13:33: Message edited by: Sir Phoenixx]

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Mon, 20 Jan 2003 10:50:00 GMT

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Um, yeah... (bump)Is there anyone who knows of a working .3ds exporter/plugin that i could use to export my models to .3ds so i can render them in 3dsmax for my site?If there isn't one, is there a way that i can export to the .w3d or whatever the hell it is and than export to .3ds with another program?etc?

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Mon, 20 Jan 2003 21:43:00 GMT

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Why don't you just make and render your model in 3DS MAX and then export it into gmax? You will have to retexture it in gmax. [January 21, 2003, 21:46: Message edited by: jordylbear]

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 04:01:00 GMT

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Maybe I should explain it(slower)Because ... Gmax ... Doesn't ... Export(or import) ... in .3ds ... and ... I ... need ... to ... export ... in .3ds ... to ... render ... my ... models ... in ... 3dsmax ... Because ... gmax ... doesn't ... do ... that ... either(good job on reading before replying) (i use 3dsmax for modeling in the other games though) [January 21, 2003, 04:03: Message edited by: Sir Phoenixx]

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 13:08:00 GMT

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gmax can't export .3ds, only import them. The only way would be to use maxscript.

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 14:25:00 GMT

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There's probably some way to import gmax files into 3dsmax.

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 15:13:00 GMT

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quote:Originally posted by OrcaPilot26:There's probably some way to import gmax files into 3dsmax.Nope... you cannot bring a gmax file into Max.. not impossible though I would guess.

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 15:43:00 GMT

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Hmmm...Well, does anyone here use MilkShape? If you do, could you tell me if it imports the renegade model format(.w3d or something like that)? 'Cause it imports/exports from several dozen different game formats... (quake/2/3 sof/2 are the ones that i remember...)And it can export to .3ds, so if it does import the renegade format i can export to it, import in milkshape, export to .3ds and render in 3dsmax...

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 15:48:00 GMT

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Sounds like too much work. Maybe you should build everything from now on in 3dsmax until you get to the texturing, then export it to gmax. That way you have it in both formats.

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 15:53:00 GMT

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there is a GMax IMPORTER for 3ds, all your talk got me confused...importer for w3d... well, im working on it jeesh

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Wed, 22 Jan 2003 00:31:00 GMT

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Such a thing would be illegal. Gmax is a free version of 3DSMax. I don't think Discreet wants anyone to be able to use their free software to make things that can be used in their expensive software.

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Wed, 22 Jan 2003 04:23:00 GMT

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quote:Originally posted by steggyd:Sounds like too much work. Maybe you should build everything from now on in 3dsmax until you get to the texturing, then export it to gmax. That way you have it in both formats.It's like talking to a wall! I just want to export to .3ds so i can render it in 3dsmax to put on a site, that's all...As far as i can tell gmax doesn't export to .3ds, so i'm looking for something that would...And why would I do the texturing in gmax if i did the modeling in 3dsmax? what makes you think gmax would be any better/easier to texture a model than 3dsmax?

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Wed, 22 Jan 2003 18:11:00 GMT

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quote:Originally posted by Sir Phoenixx: quote:Originally posted by steggyd:Sounds like too much work. Maybe you should build everything from now on in 3dsmax until you get to the texturing, then export it to gmax. That way you have it in both formats.It's like talking to a wall! I just want to export to .3ds so i can render it in 3dsmax to put on a site, that's all...As far as i can tell gmax doesn't export to .3ds, so i'm looking for something that would...And why would I do the texturing in gmax if i did the modeling in 3dsmax? what makes you think gmax would be any better/easier to texture a model than 3dsmax?! guess you'll have to Print Screen and then Photoshop it....

Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Thu, 23 Jan 2003 00:03:00 GMT

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You'd have to purchase gmax Pro as it will export for you.
