Subject: .gmax to .max converter/importer
Posted by Viking on Tue, 15 May 2007 06:25:54 GMT
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Need a importer to get gmax files into max kthxbai!

Subject: Re: .gmax to .max converter/importer
Posted by CarrierII on Tue, 15 May 2007 14:36:03 GMT
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Export as W3D and then import them into Max using the W3D importer?

Subject: Re: .gmax to .max converter/importer
Posted by Zion on Tue, 15 May 2007 15:38:02 GMT
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CarrierII wrote on Tue, 15 May 2007 15:36Export as W3D and then import them into Max using the W3D importer?

Only way unfortunatally.

Subject: Re: .gmax to .max converter/importer
Posted by Jerad2142 on Tue, 15 May 2007 17:49:22 GMT
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Merovingian wrote on Tue, 15 May 2007 09:38CarrierII wrote on Tue, 15 May 2007 15:36Export as W3D and then import them into Max using the W3D importer?

Only way unfortunatally.
And your screwed if you have max 9.

Subject: Re: .gmax to .max converter/importer
Posted by OWA on Tue, 15 May 2007 20:13:19 GMT
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There is another way. You need to use the Quake .md5 tools to export your GMAX to a .md5 format file. Then there is an importer for max which imports .md5 files.

Subject: Re: .gmax to .max converter/importer
Posted by jamiejrg on Tue, 15 May 2007 21:53:07 GMT
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why not just make a 3ds exporter for gmax.

Subject: Re: .gmax to .max converter/importer
Posted by Gen_Blacky on Tue, 15 May 2007 21:56:14 GMT
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good question ?

Subject: Re: .gmax to .max converter/importer
Posted by Genesis2001 on Tue, 15 May 2007 21:59:49 GMT
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jamiejrg wrote on Tue, 15 May 2007 15:53why not just make a 3ds exporter for gmax.

Can't you export .gmax files as .3ds files or is that only for going from 3DS->Gmax ?

-MathK1LL

Subject: Re: .gmax to .max converter/importer
Posted by Zion on Tue, 15 May 2007 23:00:25 GMT
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Gmax imports .3ds file types but doesn't export to it.

Subject: Re: .gmax to .max converter/importer
Posted by Genesis2001 on Tue, 15 May 2007 23:22:28 GMT
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Thought so, wasn't sure though.

-Thanks,
MathK1LL

Subject: Re: .gmax to .max converter/importer
Posted by CarrierII on Wed, 16 May 2007 11:17:54 GMT
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Jerad Gray wrote on Tue, 15 May 2007 12:49Merovingian wrote on Tue, 15 May 2007
09:38CarrierII wrote on Tue, 15 May 2007 15:36Export as W3D and then import them into Max
using the W3D importer?

Only way unfortunatally.
And your screwed if you have max 9.

(.zip is three screenshots of Max9 Trial with W3D importer functioning)

I'll write a guide on how to do it.

File Attachments
1) Really.zip, downloaded 136 times

Subject: Re: .gmax to .max converter/importer
Posted by Gen_Blacky on Wed, 16 May 2007 13:26:41 GMT
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and how do those ss help

Subject: Re: .gmax to .max converter/importer
Posted by CarrierII on Wed, 16 May 2007 13:51:03 GMT
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I'm proving to jerad that the W3D importer DOES work with Max9.

Here's how -

Create the path
C:\Program Files\Autodesk\3ds Max 9\gamepacks\Westwood\RenX\RenX-WME
 exists, because the W3D importer is (or appears) to be hardcoded to look for
...\gamepacks\westwood\renx\renx-wme\

Then extract the W3D importer stuff into that directory as if it was the \gamepacks\etc... directory
of a Gmax install.

NB: I've only used some of the functions within the importer, and am unsure as to how many work.
I know the "Recently opened W3D list" that appears in the File menu of the importer window
doesn't work, for example.

Subject: Re: .gmax to .max converter/importer
Posted by Jerad2142 on Thu, 17 May 2007 02:17:53 GMT

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CarrierII wrote on Wed, 16 May 2007 07:51I'm proving to jerad that the W3D importer DOES work with Max9.

Here's how -

Create the path
C:\Program Files\Autodesk\3ds Max 9\gamepacks\Westwood\RenX\RenX-WME
exists, because the W3D importer is (or appears) to be hardcoded to look for
...\gamepacks\westwood\renx\renx-wme\

Then extract the W3D importer stuff into that directory as if it was the \gamepacks\etc... directory of a Gmax install.

NB: I've only used some of the functions within the importer, and am unsure as to how many work. I know the "Recently opened W3D list" that appears in the File menu of the importer window doesn't work, for example.

Well its about time someone told me this instead of, "it does not work with max 9 yet."

Subject: Re: .gmax to .max converter/importer
Posted by CarrierII on Thu, 17 May 2007 10:55:36 GMT

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Ok, I forgot to state explicitly that you also need to place

dazzle.ini
w3d-importer.ini

in the directory

...\3ds Max 9\plugins\

Sorry.

Subject: Re: .gmax to .max converter/importer
Posted by Jerad2142 on Thu, 17 May 2007 17:50:49 GMT
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CarrierII wrote on Thu, 17 May 2007 04:55Ok, I forgot to state explicitly that you also need to place

dazzle.ini
w3d-importer.ini

in the directory

...\3ds Max 9\plugins\

Sorry.

thats okay, I figured it out pretty quick.