
Subject: Gmax to 3ds Max

Posted by [Gen_Blacky](#) on Sat, 26 May 2007 21:15:11 GMT

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is there any script that allows gmax to export as a .3ds or any other type of file that 3ds max can import ?

Subject: Re: Gmax to 3ds Max

Posted by [jamiejrg](#) on Sat, 26 May 2007 22:17:38 GMT

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In short, no.

I have heard the best method is using the imp/exp for doom. They are called MD3 and MD5. I have been testing them for a week now and i have yet to get either of them to work.

On another note, i was thinking today about how much the max w3d importer sucks. At least in gmax when things are wwskinned in game they come into the scene linked xformed. In max you get nothing. You get the mesh, and you get the skeleton. None of which are bound together in anyway shape or form. And then there is a wierd error where if you open a w3d that was exported using gmax there is nothing there except a few boxes. Note: This may have something to do with the wwskin not working in max.

I think i speak for everyone when i say that someone needs to improve upon the 3ds max w3d importer.

Jamie

Subject: Re: Gmax to 3ds Max

Posted by [Gen_Blacky](#) on Sat, 26 May 2007 22:28:04 GMT

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yeah I have done the same thing but they didn't work 4 me

Subject: Re: Gmax to 3ds Max

Posted by [jamiejrg](#) on Sun, 27 May 2007 03:53:59 GMT

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Gen_Blacky wrote on Sat, 26 May 2007 17:28yeah I have done the same thing but they didn't work 4 me

Agreed, you needs extensive knowledge of the doom models to get it working right. I for one, don't want to invest the time in learning.

On a more serious note; is there anyone that could actually work on the w3d import script? Is it GPL?

Jamie

Subject: Re: Gmax to 3ds Max
Posted by [Gen_Blacky](#) on Sun, 27 May 2007 07:14:30 GMT
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there is someone making one supposedly, and who knows when that will come out

Subject: Re: Gmax to 3ds Max
Posted by [Veyrdite](#) on Sun, 27 May 2007 07:30:02 GMT
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make everything easier, give 3dsmax the ability to save as .gmax and open .gmax files. i doubt the format is hugeley different, and max-only things would be collapsed.

Subject: Re: Gmax to 3ds Max
Posted by [Gen_Blacky](#) on Sun, 27 May 2007 07:31:33 GMT
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lies

Subject: Re: Gmax to 3ds Max
Posted by [Carrierll](#) on Sun, 27 May 2007 07:42:52 GMT
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I win this one.

It can be done, just let me find the topic where I showed everyone:
<http://www.renegadeforums.com/index.php?t=msg&th=24249&start=0&rid=2> 0637

Subject: Re: Gmax to 3ds Max
Posted by [jamiejrg](#) on Sun, 27 May 2007 15:11:45 GMT
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ok let me get this straight. The importer that is out right now for 3ds max is a max script (W3D_CC-imp-V1.16.ms). We DO NOT use that one right? Instead we are creating the gamepack directory and extracting the gmax importer into that directory as if it were actualy gmax?

And minus the whole Renx-WME stuff because the new gmax importer doesn't use that directory.

Jamie

Subject: Re: Gmax to 3ds Max
Posted by [Sn1per74*](#) on Sun, 27 May 2007 15:20:28 GMT
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Does anyone know where I can get SP1 for max 7- the link for renhelp is broken.

Subject: Re: Gmax to 3ds Max
Posted by [jamiejrg](#) on Sun, 27 May 2007 15:36:16 GMT
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The link is here
<http://usa.autodesk.com/adsk/servlet/ps/dl/item?siteID=123112&id=5663191&linkID=9241178>

Carrier can you verify if i did this right?

```
C:\3dsmax7\gamepacks>tree /f
Folder PATH listing
Volume serial number is 00003333 6CA7:D798
C:.
```

gmax_24a.bmp
gmax_24i.bmp

Subject: Re: Gmax to 3ds Max
Posted by [Carrierll](#) on Sun, 27 May 2007 15:50:46 GMT
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Try it.

I don't know if it works with Max7, I did with the Max9 Trial...

Treat the base folder of your 3DS max install as the base folder of a Gmax install, and it should work.

Subject: Re: Gmax to 3ds Max
Posted by [jamiejrg](#) on Sun, 27 May 2007 15:59:31 GMT
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edit GOT IT!

Details soon!
