
Subject: dont make maps in max, exporter is broken
Posted by [Titan1x77](#) on Tue, 14 Aug 2007 00:46:15 GMT
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The exporter is clearly broken, when you break up your mesh the smooth groups should stay intact when you check off the option

"Smooth vertex normals across meshes"

it doesnt work!!

I applied a edit normals modifier to manually fix it, yet the exporter goofs that up too
you can see the seem go away when i apply the modifier, but in LE its all over the place.
one big terrain is a no-no...it needs to be broken up into several meshes for VIS
ren-x exporter for gmax works prefect tho.

Subject: Re: dont make maps in max, exporter is broken
Posted by [Gen_Blacky](#) on Tue, 14 Aug 2007 04:18:52 GMT
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gmax and 3ds max w3d exporters are fucked unless EA releases there w3d tools modelers will still be fucked.

Subject: Re: dont make maps in max, exporter is broken
Posted by [Viking](#) on Tue, 14 Aug 2007 04:33:39 GMT
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Have they ben fucked or are they just now fucking up?1

Awww fuck.

Subject: Re: dont make maps in max, exporter is broken
Posted by [R315r4z0r](#) on Tue, 14 Aug 2007 04:45:10 GMT
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Gen_Blacky wrote on Tue, 14 August 2007 00:18gmax and 3ds max w3d exporters are fucked unless EA releases there w3d tools modelers will still be fucked.

The W in W3d stands for Westwood. Westwood was apart of the mix when Renegade was being made. I doubt EA held onto W3D... there is no money in it anymore.

Subject: Re: dont make maps in max, exporter is broken
Posted by [Gen_Blacky](#) on Tue, 14 Aug 2007 04:49:31 GMT
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Gmaxs w3d exporter has problems with textures they y its messed up

Quote:he W in W3d stands for Westwood. Westwood was apart of the mix when Renegade was being made. I doubt EA held onto W3D... there is no money in it anymore. Huh

w3d is used by c&c generals and thats still a very popular game

Subject: Re: dont make maps in max, exporter is broken
Posted by [Titan1x77](#) on Tue, 14 Aug 2007 11:43:48 GMT
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I have no problems at all with the ren-x plugin, somethings like textures is because you have to do it properly, i learned from my mistakes years ago...

this max exporter on the other hand, is functional for the most part, havent tested everything, but if your map has any angles greater then 45 degrees, then it will look like shit.

I just checked out c&c arid (1st and only max made map), and it seems halo38 kept his whole terrain as one mesh, maybe because of this reason.

Subject: Re: dont make maps in max, exporter is broken
Posted by [Oblivion165](#) on Tue, 14 Aug 2007 12:30:56 GMT
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First and only?

I use max 100% and haven't noticed any differences at all. Post some screens would you?

Subject: Re: dont make maps in max, exporter is broken
Posted by [Gen_Blacky](#) on Tue, 14 Aug 2007 16:20:21 GMT
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Subject: Re: dont make maps in max, exporter is broken
Posted by [Halo38](#) on Tue, 14 Aug 2007 17:05:21 GMT
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Hey Titan long time no see

Arid's walls and rock features are broken up into vis sectors the sand terrain is one mesh I think, if I remember rightly, I don't recall my reason for doing this, I think I just didn't want to have floor disappearing if I missed a manual vis point as it seems more noticable.

I didn't have the problem you describe, why don't you want to export with "Smooth vertex normals across meshes" checked?

Subject: Re: dont make maps in max, exporter is broken
Posted by [Titan1x77](#) on Tue, 14 Aug 2007 17:49:32 GMT

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Hey, so glad to see your around!

I did check it, but it doesnt work....ive tried it checked and uncheck and get the same results.

I cut my mesh up and the seems are still visible.

can you test this on your exporter?

I'll try and get ahold of you on MSN

Subject: Re: dont make maps in max, exporter is broken
Posted by [Titan1x77](#) on Tue, 14 Aug 2007 17:53:18 GMT

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Oblivion165 wrote on Tue, 14 August 2007 08:30First and only?

I use max 100% and haven't noticed any differences at all. Post some screens would you?

I'll post them, also I added you to my MSN, maybe you can help thru there.

Subject: Re: dont make maps in max, exporter is broken
Posted by [Titan1x77](#) on Tue, 14 Aug 2007 19:09:47 GMT

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ok, figured this out!

I had imported the mesh from max 9 using a .3ds

i tried importing the mesh into ren-x to prove that the ren-x exporter smooths it out, some people didnt beleive me that a collection of meshes couldnt be smoothed (that is what that option is for

after all)

I checked off the box, and low and behold it still had seams :/

Thought it had to be the .3ds, and was about to give up...

I remember using "Reset x-form" for some size issues with texturing an object before...well i applied this to the mesh and all is better

So if you run into importing a .3ds, always reset x-form!!

Subject: Re: dont make maps in max, exporter is broken

Posted by [Halo38](#) on Wed, 15 Aug 2007 11:22:18 GMT

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I've had a similar problem with .3ds and smoothing before, might not be what your experiancing but i'm sure someone will come across it sooner or later.

If you export to a 3ds and import to gmax you will notice that some or all of the newly imported verts in a mesh will not be welded together, I had this problem when making ancients, I simple selected all the verts in the problem mesh and welded them at a very low thresh hold to rejoin the verts, this import problem also caused smoothing problems like your describing.
