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Subject: G-max to .3ds

Posted by [Anonymous](#) on Sat, 15 Feb 2003 22:53:00 GMT

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How can i do this?????????/

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Subject: G-max to .3ds

Posted by [Anonymous](#) on Sun, 16 Feb 2003 01:21:00 GMT

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search the board for that exact phrasegmax to 3dstools you will needgmaxrenxgmax Tempest  
game packDeep Exploration

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Subject: G-max to .3ds

Posted by [Anonymous](#) on Sun, 16 Feb 2003 04:58:00 GMT

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Gmax, tempest, and a program that can convert the quake 3 model format into .3ds (like  
milkshape or whatever)...You don't need renx to do this...

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Subject: G-max to .3ds

Posted by [Anonymous](#) on Sun, 16 Feb 2003 07:12:00 GMT

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Or you can get the W3d converter, and put it in 3DSMax (It works, put it in the same folders as  
RenX, only their correspondants in the 3DSMax directory)Then, export as W3d from RenX, import  
W3d into 3DSMax.

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Subject: G-max to .3ds

Posted by [Anonymous](#) on Sun, 16 Feb 2003 08:47:00 GMT

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Now Im trying to export form the tempest thing but it keeps saying that No Frames are selected!  
what does this mean?

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Subject: G-max to .3ds

Posted by [Anonymous](#) on Sun, 16 Feb 2003 10:23:00 GMT

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It means that, no frames are selected...

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Subject: G-max to .3ds

Posted by [Anonymous](#) on Sun, 16 Feb 2003 14:23:00 GMT

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How many of you guys actually have legit copies of 3DS?

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Subject: G-max to .3ds

Posted by [Anonymous](#) on Mon, 17 Feb 2003 00:31:00 GMT

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When you export it it brings up a dialog that ask which frames you want to export, and other settings, just put a 1 in that text box or whatever...Here's how I'm doing it...1. Open up the model in Tempest (it'll give you a warning about a missing w3d file or something, just click the ok/continue/etc. button)2. Export to .md33. Choose to export 1 frame, and whatever (choose your file name and whatever...)4. Get Lith Unwrap (a uvw map program), and go to file->model->open->.md3->yourmodel.md35. Click on preview in the menu and zoom/pan/etc. see if it all worked...6. file->model->save->.dxf->yourmodel.dxf7. Open 3dsmax: file->import->.dxf->yourmodel.dxf(8. if you're doing this so you can render it for your site, than move your model around till it's in a good position and go to render->render scene->chose your settings->render)(lith doesn't export to .3ds correctly, but it does to .dxf, it works perfectly... (here's the proof: <http://www.planetcnc.com/phx/stuff/test.jpg>)) [ February 16, 2003, 14:43: Message edited by: Sir Phoenixx ]

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Subject: G-max to .3ds

Posted by [Anonymous](#) on Mon, 17 Feb 2003 03:40:00 GMT

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i use rhino for my 3ds stuff, its pretty good, download rhino 2 though, rhino 3 hasn't got a trial2full patch yet. (found out the hard way)

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