
Subject: Great news for Modders And Mappers who use 3DS Max
Posted by [Madtone](#) on Thu, 10 Apr 2003 00:08:13 GMT

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I might have figured out a way to make a RenX plugin for 3DS Max, that means you would be able to export to w3d striaight from Max!!!!!!

now im not too sure but from where i am right now its on about 70% Of finding out for certain if it can be done!

i decided if it can be done, it will be called "Renegade Studio". (lol, how original).

just thought i would let you guys know!!

Subject: Re: Great news for Modders And Mappers who use 3DS Max
Posted by [Sk8rRIMuk](#) on Thu, 10 Apr 2003 00:23:45 GMT

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Madtone! might have figured out a way to make a RenX plugin for 3DS Max, that means you would be able to export to w3d striaight from Max!!!!!!

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So you are creating the 3DS W3D Plugin...

Howwwwwwwwwww kool is that...

Just what I needed exporting and importing and all was just a pain in the backside...

Hope you have this out soon ...

If you get this done your name shall be stored in my signature for forever and a day.

-Sk8rRIMuk

Subject: Great news for Modders And Mappers who use 3DS Max
Posted by [Predator](#) on Thu, 10 Apr 2003 00:28:24 GMT

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hmmm im noe, but won't this boost the production rate of mods by a great deal?

Subject: Great news for Modders And Mappers who use 3DS Max
Posted by [Madtone](#) on Thu, 10 Apr 2003 00:29:41 GMT
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lol, thanks...

also i will be creating a new GUI for it and will also write some new Max scripts for 3DS Max that will add more functions to RenX (Renegade Studios)

maybe a good script would be to select everything and then add the Projectile, Vehicle and camera properties to it automaticly. so then you would never have to worry about W3D settings, you would just click a button and it would do it all for you, except for those specific things that you would do manually. Also maybe a button that automaticly makes a glass pane and you can scale it however you want. there is no limit!!!

well must get back to testing and analyzing

Subject: Great news for Modders And Mappers who use 3DS Max
Posted by [StoneRook](#) on Thu, 10 Apr 2003 00:43:15 GMT
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that would be cool.

i've gone through everyone that was at Westwood to get the "official" plugging -

heck - i even asked Chuck Carter --- no joy

i was looking for someone to code this up - as using 3ds would incese my output for Renegade -

if you need testers - add me to the list...

Subject: Great news for Modders And Mappers who use 3DS Max
Posted by [Madtone](#) on Thu, 10 Apr 2003 00:56:05 GMT
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sure stoney!! you could actually help me with a few things once its done, because once the plugin is complete i would like to add some neat new stuff to it.

and you can actually help without even realizing it!!

shouldn't be too long.

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Aircraftkiller](#) on Thu, 10 Apr 2003 01:27:47 GMT

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If you can code in Lightscape support and the ability to generate WLT files, I'll be game.

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Madtone](#) on Thu, 10 Apr 2003 01:29:33 GMT

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hmm, i have never used Lightscape, all i know is its a 3D modeling proggy.

WLT files?? i have no idea what they are.

If you gimme some more info i can see what i can do

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Madtone](#) on Thu, 10 Apr 2003 01:44:07 GMT

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ok i have hit a bit of a bump in the conversion.....

its just one file that Greg coded that i can't even view. if i can just get into this file i can probably finish off the plugin.

is there any way i can contact Greg at all?

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [StoneRook](#) on Thu, 10 Apr 2003 02:00:59 GMT

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Madtoneok i have hit a bit of a bump in the conversion.....

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is there any way i can contact Greg at all?

Yes, i can send him an email for you - what's the name of the file? and what do you need to do?

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [StoneRook](#) on Thu, 10 Apr 2003 02:03:14 GMT

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Madtonehmm, i have never used Lightscape, all i know is its a 3D modeling proggy.

WLT files?? i have no idea what they are.

If you gimme some more info i can see what i can do

Lightscape is a program that allows you to render a scene with light/shadows.

the wlt is a file that Westwood generated and used in the models - so when the building was destroyed - it was red inside - or various colors (their the wierd named files in the always.dat)

if you look at them in xccmixer - you will see streaks of light/colors.

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Madtone](#) on Thu, 10 Apr 2003 02:15:10 GMT

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StoneRookMadtoneok i have hit a bit of a bump in the conversion.....

its just one file that Greg coded that i can't even view. if i can just get into this file i can probably finish off the plugin.

is there any way i can contact Greg at all?

Yes, i can send him an email for you - what's the name of the file? and what do you need to do?

Its called gmax2w3d.dle, this is the main file i really need to get into. if you could maybe ask him if there is any paths in that file that need to be edited or maybe if he would kindly provide the source code of it i would be gratefull. Or if he could tell me what prog i can use to decompile it that would be better.

Thanks Stoney!

EDIT

about lightscape, once i get the Renegade Studios plugin working, i will start work on that straight away

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Ingrownlip](#) on Thu, 10 Apr 2003 04:00:50 GMT

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Hehe, Good luck on this! :thumbsup:

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Dante](#) on Thu, 10 Apr 2003 04:06:44 GMT

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you know, im not much into saying people are idiots, but this has to be the most idiotic thing i have seen to date...

ok, so you ported some plain text .ms files from gmax to max... woopy doo.

gmax2w3d.dle is a custom dll that was written by Greg Hjelstrom, it is a compiled SCRIPT LIBRARY for exporting w3d files, using the Gmax Developers kit...

unless you are going to buy the Gmax Developers kit, reverse engineer the dle, and THEN learn the entire format as well as Greg Hjelstrom, don't even bother us with a few rewrites of some 20 line *.ms files...

k, thnx...

not to be a total asshole, but come on... at least fucking be realistic, you are getting peoples hopes up for something you will probably never understand, let alone finish...

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Madtone](#) on Thu, 10 Apr 2003 04:46:31 GMT

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hmm, wasn't expecting that.....

well i had got alot of functionality out of it so far, but you can't blame me for trying.

i guess i will just have to concentrate on making 3DS Max more Renegade Friendly and also concentrate on making Gmax better (for the people who don't have 3DS Max)

sorry guys

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Madtone](#) on Thu, 10 Apr 2003 05:53:32 GMT

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Ok, i have started work on developing tools for RenX and 3DS Max.

also will be changing the UI (GUI) and also adding new things to it!

will post screenys in a few days

NOTE

i will be working more on making 3DS Max more Renegade Friendly, Gmax will be made better

but i will be working harder on 3DS Max.

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [laeubi](#) on Thu, 10 Apr 2003 06:33:20 GMT

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why don't you just code a .3ds exporter for GMAX, that will do all.

.3ds files can be imported by GMAX and then reset the textures is just a second away.

You can also import w3ds no theres a importer for GMAX.

The only worse thing is, there is no posibility to export from GMAX to .3ds

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Madtone](#) on Thu, 10 Apr 2003 06:53:54 GMT

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no you can't export from Gmax. Gmax was built to be modulated, not for general models.

so thats why when the scaled down 3DS Max down to Gmax, they didn't put that functionality in it.

but like i said im working on a few Maxscript tools, so im not sure what i can do and what i can't.

screenys to come soon.

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [laeubi](#) on Thu, 10 Apr 2003 10:53:13 GMT

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Don't say impossible!

Once sombody said W3D importing is imposible, also Custum hands postions are imposibel, but it is!!

The w3d exporter shows that there ARE posibleties for exporting, but maybe MAX-Script can't do the job.

btw: some Maxscripts work also for 3dsmax and gmax e.g. CHilliskinner.

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [StoneRook](#) on Thu, 10 Apr 2003 13:18:32 GMT

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No joy on that - the file is EA property - so you can't hack/disassemble/reverse engineer it.

You would be better off making your own.

sorry....

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Dante](#) on Thu, 10 Apr 2003 15:19:44 GMT

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Laeubiwhy don't you just code a .3ds exporter for GMAX, that will do all.

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Gmax was made to NOT be able to write files (hence 3ds files) the support is not in the coding... yes, the w3d file can be exported, and yes, so can a few others, but they are writing the file by hand via a dle or extremely in depth MaxScript...

Just buy 3ds Max, do all your modeling, export from 3ds Max as a 3ds, then import into gmax, don't spend too much brain power on this, Discreet made it that way for a reason, don't want people using the free version of there software to make the proprietary file format.

There are about 5 or 6 projects in the works in the 3ds Max community to get Gmax to export 3ds files, i have examined them all, and NONE of them have luck in it and are ALL experienced and professional MaxScript programmers...

a more useful tool, other than a 3ds exporter, why not write a .gmax IMPORTER for 3ds Max?

why use a middle man, just import the .gmax.

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Sk8rRIMuk](#) on Thu, 10 Apr 2003 16:17:06 GMT

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Looks like the only way you can get a 3DS Max W3D Plugin then would be:

Obtain the offical plugin from EA

or

Quote:but theGmax Developers kit, reverse engineer the dle, and THEN learn the entire format as well as Greg Hjelstrom

Is anybody up to either of these tasks?

-Sk8rRIMuk

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Madtone](#) on Fri, 11 Apr 2003 01:12:23 GMT

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I phoned Discreet about the developers kit...

and then i saw the price for the 1 years single user registration... \$400!!

the only way i would be able to get it is with donations as i don't have a credit card

but i can contribute \$100 to it if i could get the money to someone with a credit card somehow.

I will upload a screenie of the Renegade Studio Plugin for 3DS Max today, so keep an eye out, jusdt so you know, i have only been working on it for a day so don't expect loads

Subject: Re: Great news for Modders And Mappers who use 3DS Max

Posted by [Duke of Nukes](#) on Fri, 11 Apr 2003 01:53:00 GMT

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Madtone--- Community Helper ---

--- Experienced Modeler ---

--- Programmer ---

--- WebDesigner/Scripter ---

--- Graphics Guru ---

good to see you aren't vain or anything...

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Madtone](#) on Fri, 11 Apr 2003 01:57:54 GMT

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ok im working on the first tool, wich is the Basic C&C Building Creator.

all it does is help you create C&C buildings easily and quickly

this is the first of many tools, screenies to come soon

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [SomeRhino](#) on Fri, 11 Apr 2003 03:26:22 GMT

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A couple of simple but useful Max Scripts I'd like would be:

1) Vertex Absorb- Select a vertex and run the script. The script copies the point3 value of the vertex. The point3 value is copied over the value of the next vertex you click on (in the same mesh,) and the two vertices are welded together.

2) Mesh Verts Align- This one is a bit more complicated, but is similar. It's sort of a clone of weld vertices, except across different meshes. You define the radius within to align the vertices. After selecting a mesh, run the script. The script copies the point3 values of all the vertices in the mesh. Click on mesh #2. Point3 value is copied into the vertices within the defined radius variable.

I've read the Maxscript help, but I'm not too good with programming. I couldn't find the command to get the point3 value of a selected vertex. Anyways, these are just some suggestions.

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Madtone](#) on Fri, 11 Apr 2003 05:45:27 GMT

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good stuff, i will come back to that once i finished off the other tools

c'mon people, if you want a feature added, ask now!

Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Ingrownlip](#) on Fri, 11 Apr 2003 18:06:47 GMT

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Uh, the SDK came with my 3DS... which version did you get?!

Subject: Great news for Modders And Mappers who use 3DS Max
Posted by [Sk8rRIMuk](#) on Fri, 11 Apr 2003 19:29:02 GMT
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I belive he is refering to the gamx sdk whicvh Dante spoke of.

-Sk8rRIMuk

ps. had typed this in th damm quote b4 do it looked like all I did was quote him and say nothing.argh

Subject: Great news for Modders And Mappers who use 3DS Max
Posted by [Dante](#) on Sat, 12 Apr 2003 08:17:21 GMT
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im pretty sure he was talking about the Gmax Game Developers Kit...

not the 3ds SDK for making 3ds a com server (very nice feature btw....)
