Subject: Max Plugin
Posted by xSeth2k2x on Sat, 09 Aug 2003 17:42:25 GMT
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is there a plugin for 3d studio max out therE?(not just any plugin, i mean for exporting to .w3d)

Subject: Max Plugin
Posted by pulverizer on Sun, 10 Aug 2003 10:49:10 GMT
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don't think so...
anyway. why would you need it? just export to .3ds and import it in renX and then export to w3d.

Subject: Max Plugin
Posted by Sk8rRIMuk on Sun, 10 Aug 2003 14:47:38 GMT
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slayerdon't think so...
anyway. why would you need it? just export to .3ds and import it in renX and then export to w3d.

maybe because... it would be quicker and be less hassle.

Theres been loads of threads on this.

Is there a 3ds Max plugin?

Yes, but it was never and probably will never be released to the public.

Subject: Max Plugin
Posted by maytridy on Sun, 10 Aug 2003 14:52:14 GMT
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Don't think so.....

Subject: Max Plugin
Posted by xSeth2k2x on Sun, 10 Aug 2003 15:29:16 GMT
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Sk8rRIMukslayerdon't think so...
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Is there a 3ds Max plugin?

Yes, but it was never and probably will never be released to the public.

Y not?

Subject: Max Plugin
Posted by General Havoc on Sun, 10 Aug 2003 15:31:19 GMT
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Because there still using it for Generals and the plugin is property of Electronic Arts.

Subject: Max Plugin
Posted by Ugauga01 on Mon, 11 Aug 2003 04:05:37 GMT
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...and EA is a company full shit.

Subject: Max Plugin
Posted by laeubi on Mon, 11 Aug 2003 08:56:30 GMT
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Ugauga01...and EA is a company full shit.
And payed a lot of Dollars for this...Maybe the offfer you a copy for aroun 1000$ or how much such a thing costs.

Subject: Max Plugin
Posted by Sir Kane on Tue, 11 Nov 2003 15:56:05 GMT
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Get w3d_file.h and the 3ds Max SDK to code your own exporter

Subject: Max Plugin
Posted by Sir Phoenixx on Tue, 11 Nov 2003 21:47:27 GMT
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You don't have to do anything at all... Just export to .3ds, import that into gmax/renx, and export

that in .w3d. No extra coding, plugins, or anything else needed.

Subject: Max Plugin
Posted by NeoX on Wed, 12 Nov 2003 02:10:47 GMT
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SIr PHionex the UVW maps dont get transfered when you do that if we had a w3d exporter for max it would make meshing a breeze. the load UVW map in gmax is finicky and dont work for more then one uvw map if it works at all.

Subject: Max Plugin
Posted by Sir Phoenixx on Wed, 12 Nov 2003 03:52:43 GMT
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NeoXSIr PHionex the UVW maps dont get transfered when you do that if we had a w3d exporter for max it would make meshing a breeze. the load UVW map in gmax is finicky and dont work for more then one uvw map if it works at all.

Lol...

You have no clue what you're talking about. The UVW mapping does get transfered when you export to .3ds to import into gmax. I just finished a pineapple grenade about a week ago with UVW mapping all done in 3dsmax, sent the UVW map to a team member to be skinned, and applied that to the model, exported that to gmax, and what do ya know? The UVW Mapping worked. :rolleyes:

Just because you don't know how to do it right, doesn't mean it can't be done. :rolleyes:

Subject: Max Plugin
Posted by IRON FART on Wed, 12 Nov 2003 06:26:14 GMT
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Could it be done with MAXScript?
The .w3d->.gmax thing was maxscript...
.gmax files and .max files must be very similar. If anything, the .gmax files will only be more primitive in it's capabilities, but a MS plugin like that is concievable.

Subject: Max Plugin
Posted by Sir Kane on Sat, 15 Nov 2003 21:44:05 GMT
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I don't think you can do it via max script since you can't (I think) add data to the meshes like with

coded exporters.

Subject: Max Plugin
Posted by OrcaPilot26 on Sat, 15 Nov 2003 23:24:13 GMT
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General HavocBecause there still using it for Generals and the plugin is property of Electronic Arts.

Not necessarily... doesn't Greg Hjelstrom own w3d?

Subject: Max Plugin
Posted by Aircraftkiller on Sat, 15 Nov 2003 23:26:19 GMT
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No, Greg Hjelstrom cannot own something that the company paid for. W3D has been, and always will be, property of Electronic Arts.

Subject: Max Plugin
Posted by Sanada78 on Sun, 16 Nov 2003 00:02:04 GMT
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I thought the W3D format was a standard format?

W3D = Shockwave Format

Unless the two formats are completely different and EA have their own.

Subject: Max Plugin
Posted by kopaka649 on Sun, 16 Nov 2003 20:41:31 GMT
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:huh: thought it meant westwood 3d but after a bit of digging it seems shockwave to me.

http://www.macromedia.com/support/director/ts/documents/w3d_sdk.htm

Subject: Max Plugin
Posted by Dante on Sun, 16 Nov 2003 21:05:22 GMT
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it is westwood 3d, and yes, ea does own it

greg hjelstrom is the individual who built 90% of the code for w3d based engines, so he is often accredited for working with it.

the simplest thing to do would to find someone with great knowledge of C++ and the Max SDK, and pay them an ass load of money to make you an exporter, since we have the header & w3d definitions file, it is just a matter of exporting it properly.

W3D currently seen in -> Renegade, Earth & Beyond, Generals (zero hour).

Wouldn't it be really fucking funny if LOTR RTS used w3d.... probably does, as it screamed sage engine.