
Subject: Wondering if....

Posted by --oo00o00oo-- on Wed, 26 Nov 2003 10:41:37 GMT

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- 1) I am wondering if you are able to render out images in Gmax/Renx? If so, how?
 - 2) Is there a way to export from Gmax/Renx and import back into 3dsMax? If so, how?
-

Subject: Wondering if....

Posted by [ohmybad](#) on Wed, 26 Nov 2003 14:24:25 GMT

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- 1) No there is no way to render in gmax/renx.
 - 2) I beleave you export it as a w3d in renx the get the w3d importer for 3dsmax and import it. But im not sure about it.
-

Subject: Re: Wondering if....

Posted by [Sir Phoenixx](#) on Wed, 26 Nov 2003 14:27:46 GMT

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- oo00o00oo--1) I am wondering if you are able to render out images in Gmax/Renx? If so, how?
2) Is there a way to export from Gmax/Renx and import back into 3dsMax? If so, how?

1) You can put the Perspective viewport into full than put Gmax into "expert" mode and take a screenshot of the model and put that into photoshop and cut it out so it's 800x600.

You can export to W3DView and take a screenshot of it in there.

You can find a seperate program (Usually shareware.) to render it.

2) Yes. You can install the w3d importer in 3dsmax (good luck on getting it to work...), and export to w3d and import into 3dsmax. You can get the Quake 3 Arena Tempest game pack for Gmax and export in .md3, import into another program and export in .3ds and import that into 3dsmax. (I'm sure theres some other methods...)

Subject: Wondering if....

Posted by --oo00o00oo-- on Wed, 26 Nov 2003 16:04:37 GMT

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where could i find the .w3d importer for 3dsMax?

Subject: Wondering if....

Posted by [Adavanze](#) on Wed, 26 Nov 2003 18:33:08 GMT

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I use tempest, make the model in normal gmax, then export with tempest plugin as md3, then use my 3ds md3 plugin. Importing as w3d makes it come out slightly.. weird at times.

Subject: Wondering if....

Posted by [--oo00o00oo--](#) on Tue, 09 Dec 2003 02:43:22 GMT

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where can i find all the tempest files i would need?

Subject: Wondering if....

Posted by [Sir Phoenixx](#) on Tue, 09 Dec 2003 13:57:01 GMT

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On the Gmax download page on the Discreet website.

Subject: Wondering if....

Posted by [Deafwasp](#) on Tue, 09 Dec 2003 15:31:23 GMT

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i think you can import gmaxfiles into max cant you? I am not at home so i cant say for sure. but i know you can export from max and import that into gmax..

Subject: Wondering if....

Posted by [Adavanze](#) on Tue, 09 Dec 2003 19:50:22 GMT

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There is no way to open a gmax file in 3ds max, as gmax version 1.2 doesnt work with 3ds exporter.

Subject: Wondering if....

Posted by [Sir Phoenixx](#) on Tue, 09 Dec 2003 20:17:40 GMT

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Yes you can export a model to open in 3dsmax. You have to get 1 or 2 seperate programs to export and convert into a file format the 3dsmax can import. You just can't exprot directly from gmax to 3dsmax.

Subject: Wondering if....

Posted by --oo00o00oo-- on Wed, 10 Dec 2003 07:26:38 GMT

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ty sirP. i got it and i can onw export as the quake files. do you by any chance know how to import them into max? where do i find the plugins for 3dsMax?

Subject: Wondering if....

Posted by [Sir Phoenixx](#) on Wed, 10 Dec 2003 13:39:27 GMT

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<http://www.google.com>

Search for .md3 file importers/converters/etc. to .3ds (or plugins for 3dsmax)

Subject: Wondering if....

Posted by [Skier222](#) on Sat, 13 Dec 2003 02:04:37 GMT

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Quote:You just can't exprot directly from gmax to 3dsmax.
actually u can. with the W3D Importer, u just export out of gmax into a .w3d then in 3dsmax use the importer to import the .w3d file. i used do that all the time.

i think i got mine here:

<http://gendev.origin-network.net/pafiledb.php?action=file&id=12>

or

<http://gendev.origin-network.net/pafiledb.php?action=file&id=11>

Subject: Wondering if....

Posted by --oo00o00oo-- on Sat, 13 Dec 2003 07:22:23 GMT

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everytime i install the file amongst the 3dsMax directory, i get an error when i try to import.

W3D-Importer.ini not found!

Make sure it is in ..\gmax\gamepacks\Westwood\RenX\RenX-WME\plugins

now i go and check that path to ad the file. i dont even have a folder called RenX-WME, i have a file but not a folder with a subfolder called plugins. i even tried making these 2 folders and adding the ini inside of them, no luck there.

if you hae any idea why im getting this, please help me out.

Subject: Wondering if....

Posted by [Skier222](#) on Sun, 14 Dec 2003 15:17:52 GMT

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i think it has to be in the 3dsmax folder not the gmax folder

Subject: Wondering if....

Posted by [Infinint](#) on Sun, 14 Dec 2003 22:21:30 GMT

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Ok... Why isent there just a Gmax -> 3DS MAX importer.
That would make it alot more easier.

Subject: Wondering if....

Posted by [General Havoc](#) on Mon, 15 Dec 2003 00:48:59 GMT

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Currently all the ways invove jiggery poker to get them between programs. You'd thik Discreet would allow for gmax files to be imported into 3DSudion - probably some reason behind it though.

Subject: Wondering if....

Posted by [Infinint](#) on Mon, 15 Dec 2003 01:07:30 GMT

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I wonder how hard it would be to make a plug in like that, for some one who knows how of course.
It would be really nice to fix up some of thoughts old models in Gmax in 3DS MAX.
