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Subject: W3D to gmax Importer - Updated!

Posted by [Anonymous](#) on Wed, 05 Feb 2003 15:53:00 GMT

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Okey dokey - version 1.06 is now released. New stuff: -bones will show up as a diamond-shaped mesh (thanks Laubi and J Wilson for pointing out the advantages there) - removed doubly-imported pivots (happened when a mesh and bone had the same name) - added a "Select Bones" button to the interface. This button will select all objects in the scene that were exported with "Export Transform" enabled (bones and meshes). You can download the file from the same page as before. Laubi - This update should have cleared up that issue. Bones should now behave exactly as they do in the Westwood-provided gmax files. maytridy, BMCJ - You'll need to use a program like XCC Mixer to extract .w3d files from the game's archives. Look in always.dat for general w3d files such as vehicles and infantry. Level-specific models will be in archives called M01.mix, M02.mix, etc. Once you've extracted the w3d files from the game archives, you'll be able to load them in gmax with this script. [ February 05, 2003, 15:53: Message edited by: Seagle ]

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