
Subject: Re: You cant

Posted by [Sir Phoenixx](#) on Mon, 03 Mar 2003 02:36:40 GMT

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jonwilYou cant convert a *.gmax file into a *.max file nor can you make stuff for renegade in 3ds max.

Ouch, you're wrong both times! :rolleyes:

To convert from gmax to 3dsmax:

One of the many ways to do this is by getting the tempest gamepack from Discreet, open up the gmax file in there (it will give you an error about a missing w3d file, just click ok), than export to .md3, now you'll need a program that can open Quake 3 Model files, the one I used was lithunwrap (search google for it, it's not supported by it's author anymore), just import the md3, and export the 3ds (or dxf, sometimes it messes up when it exports to 3ds), and open in 3dsmax, done...

Another way is to export to .w3d, and using the Ultimate Unwrap3d demo (from <http://www.unwrap3d.com>) and the .w3d plugin, open the .w3d, and export to .3ds, and open in 3dsmax.

You can make your model in 3dsmax. Think of gmax as 3dsmax's retarded little twin, it has the most of the same features, but they are alot less powerful, and it is lacking a couple features, etc. Just make your model in 3dsmax as you would in gmax, than export to .3ds, and import that into gmax...
