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Subject: Re: GMAX\W3d -> 3DS

Posted by [samous](#) on Thu, 26 Mar 2009 01:16:27 GMT

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don't have max (if you mean 3ds max), and I am not going to get it. I heard someone else had sketch up that they used for modeling renegade, how do they do it?

=samous

PS:found a way, using a listing devise, I have to copy code to notepad and save as an object file. Then, open up milkshape, import (at this point obj is now I mesh , missing tires, and rotated), export to 3ds file, then import with sketch up. Unfortunately, I can't apply textures to it b\c it is one mesh, and sketch up can't break it up (or milkshape), so I still need another way . I also tried "XGrinder" obj converter, but the files tend to become the rong type of 3ds (there are 2, autodesk and adobe or something) and sketch up crashes when I load it. Sketch up onl;y imports 3ds files (+sketch up files, duh), and I have not found an plug-in for it that would help me in this. I have searched for DAYS!

HELP ME!

(just a request, no one yell at me for demanding help...)

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