Subject: Improved W3D importer for 3d studio max now available
Posted by jonwil on Sun, 29 Aug 2010 06:58:26 GMT

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Get it from
http://www.cncmods.net/files/w3dimport.zip

It can now import a lot more including wwskin (creating the wwskin "crossbones" object, linking the mesh to the object and linking the vertexes to the bones), materials (setting all the settings correctly) and w3d flags (collision etc etc). It does not import multiple materials assigned to a single mesh (it will import the first material and apply it to the whole mesh), objects set to "NULL (LOD)" in the w3d tools roll-out, the valpha checkbox and possibly a few other things.

Included in the zip file is:
w3dms.dlx New w3d maxscript extention plugin to allow maxscript access to various pieces of data specific to the W3D export plugin (w3d flags, materials etc)
w3dms.txt documentation of the maxscript functions supported by w3dms.dlx and by the W3D export plugin
w3d-importer.ms updated import script
max2w3d.dle updated w3d import plugin (there were a couple of options that existed in the gmax plugin but were disabled in the 3ds max plugin, I re-enabled them)
w3dms.vcxproj, w3dms.vcxproj.filters, dllmain.cpp, w3dms.sln Source code for w3dms.dlx (see COPYING for the license, basically it means that if you use my source code, you have to publish any changes you make and complete source code to any programs you use my code as part of)

To compile the plugin code you need visual C++ 2010 and you need the 3D studio max 8 SDK. If you have installed the 3D studio max 8 SDK in a folder other than the default, you will need to change the include and library paths in the project options to point to your SDK location.

The new importer and w3dms.dlx plugin are not compatible with gmax or any version of 3DS max other than version 8.

Please let me know if you make any improvements to the importer or w3dms.dlx plugin. Also let me know if you find any bugs, crashes, maxscript errors, things that wont properly import etc.