

---

Subject: new version of the w3d plugin for 3ds max now available

Posted by [jonwil](#) on Sun, 28 Apr 2013 16:15:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have made some changes to the w3d export plugin for 3d studio max. You can download the modified plugin file here:

<http://www.cncmods.net/files/Max2w3d.zip>

The plugin requires 3d studio max 8 with service pack 3 and will probably not work on any other version of 3d studio max. The plugin will definatly NOT work with GMAX (and I have NO plans to do anything with the GMAX version of the export plugin)

The following changes have been made to the plugin as distributed with the last release of the BFME2 Mod SDK:

enable Specular To Diffuse checkbox on material editor vertex materials tab

enable Translucency edit box on material editor vertex materials tab

enable Secondary Gradient drop-down on material editor shaders tab

enable Publish button on material editor textures tab

enable Frames edit on material editor textures tab

enable Rate edit on material editor textures tab

enable Animation Type drop-down on material editor textures tab

enable Pass Hint dropdown on material editor textures tab

enable Alpha Bitmap button on material editor textures tab

enable Null (LOD) radio button on geometry options box

enable Shatter checkbox on geometry options options box

enable collision options box (and the physical, projectile, vehicle, vis and camera checkboxes inside it)

enable damage region edit box on object export options box

enable phys, proj and vis buttons on select by W3D type box

add support so that dazzles are correctly exported

add support for some things related to smooth skinning (a feature thats comming in the next scripts build for Renegade, mod teams already have it)

add support for some things related to export of tangent/binormal data (needed for certain shader effects and will be supported in a future scripts build)

Renamed the old (and useless) npatch checkbox so that it toggles whether to export tangent/binormal data.

I am in the process of making changes to the w3d importer as well, specifically support for properly importing UVs, skinned meshes and proxies. (no ETA on a release for that though)

---