Subject: W3d to 3Ds
Posted by jop7821 on Fri, 04 Jun 2004 02:46:08 GMT
View Forum Message <> Reply to Message

Could someone direct me to some plug-ins or Programs that could make w3d to 3ds?
-THanks jop7821

Subject: W3d to 3Ds
Posted by boma57 on Fri, 04 Jun 2004 03:08:01 GMT
View Forum Message <> Reply to Message

The same plugin that works with Gmax will also work with 3DS, pretty much the exact same way.

Edit: http://gamerbn.com/taximes/w3d.ms

There's several different versions of the plugin that I've seen, so if this isn't the latest one then someone can correct me. Save that and put it into your \scripts\startup\ directory.

Subject: W3d to 3Ds
Posted by jop7821 on Fri, 04 Jun 2004 05:20:16 GMT
View Forum Message <> Reply to Message

Thanks

Subject: W3d to 3Ds
Posted by Spice on Tue, 22 Jun 2004 05:17:45 GMT
View Forum Message <> Reply to Message

Bump

How do you get this to work. That plug-in doesnt seem to be recognized by 3DSmax.

Subject: W3d to 3Ds
Posted by jd422032101 on Tue, 22 Jun 2004 06:20:33 GMT
View Forum Message <> Reply to Message

is there and pug-in for 3DSMAX 6.0 ?

Subject: W3d to 3Ds
Posted by Spice on Tue, 22 Jun 2004 06:45:45 GMT

Im using the version previous to that , I belive it is 5.0. Im sure it doesnt matter. It will still read the script , if we could get the right one.

Subject: W3d to 3Ds
Posted by Tidu on Tue, 22 Jun 2004 12:49:11 GMT

I dled that w3d.ms earlier, and the author said it was for 3dsmax only, and not tested in gmax.

and it didn't work in gmax for me. but i downloaded a new one:
http://w3d.dhs.strategy-x.com/animporter.zip
and this is another one, i think it's updated, i don't know what it does, though.
http://w3d.dhs.strategy-x.com/manimporter.zip

I got em from here: http://dhs.strategy-x.com/w3d

Subject: W3d to 3Ds
Posted by Spice on Wed, 23 Jun 2004 06:27:56 GMT

Hmm I run the script , I select my W3D and select import. Suprisinglly it doesnt do anything!

Subject: W3d to 3Ds
Posted by Spice on Sun, 27 Jun 2004 01:05:38 GMT

Bump...

Subject: W3d to 3Ds
Posted by Tidu on Sun, 27 Jun 2004 13:27:57 GMT

Check the MaxScript Listener thing; it shows what scripts are run and other details.

But the same thing happened to me in gmax.

Subject: W3d to 3Ds
Posted by PermaGrin on Sun, 27 Jun 2004 14:33:49 GMT

right click on the toolbar up top > click customize > scroll down in the menu till u find "import a w3d file" > click and drag it on to the toolbat up top. now there should be a button without a pic. u can either add a pic or just remember about it. now click the import a w3d button you just added and it should run fine if you put all the files in the proper places. and yes a the importer for max5 works for max6.