
Subject: .MAX to .3DS...

Posted by [SuperFlyingEngi](#) on Thu, 09 Sep 2004 23:50:29 GMT

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Anyone know where I can find a free, external program that converts .MAX files to .3DS files?

Any help is appreciated.

Subject: .MAX to .3DS...

Posted by [Slash0x](#) on Fri, 10 Sep 2004 01:32:15 GMT

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You could always use magic. For reals thou, I don't think there is an external program to convert max to 3ds. Prehaps if you ask nicely, maybe someone would convert it for you.

Subject: .MAX to .3DS...

Posted by [exnyte](#) on Fri, 10 Sep 2004 01:37:13 GMT

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Just a question, if there is no external program to convert .max to .3ds... How could someone else convert it for him?

Subject: .MAX to .3DS...

Posted by [Sir Phoenixx](#) on Fri, 10 Sep 2004 01:38:32 GMT

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I don't think so...

.max is 3dsmax's proprietary format, you'd have to get someone with 3dsmax to open the .max and export to .3ds.

Subject: .MAX to .3DS...

Posted by [Slash0x](#) on Fri, 10 Sep 2004 01:39:08 GMT

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Because 3D Studio Max CAN convert it...of course, 3DS max is a 3000 dollar program which most of us don't have in our back pocket unfortunately...

Subject: .MAX to .3DS...

Posted by [Deactivated](#) on Fri, 10 Sep 2004 08:22:14 GMT

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Hmm, you might try looking for 3D Exploration 1.5. It can convert max to 3ds, though it might not be capable of converting Max v6 files. It's a trial version, but it never expires.

Subject: .MAX to .3DS...

Posted by [WNxCABAL](#) on Fri, 10 Sep 2004 11:50:58 GMT

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I have the full version of 3ds max
not legal like, but still I have the full version

Subject: .MAX to .3DS...

Posted by [icedog90](#) on Sun, 12 Sep 2004 03:20:26 GMT

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Uh, download the trial for 3D Studio Max and convert it?

Subject: .MAX to .3DS...

Posted by [WNxCABAL](#) on Sun, 12 Sep 2004 14:39:18 GMT

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Whilst we're on the subject of converting, is it possible to export in 3ds max to w3d?
Or at least to install Renegade Tools/GMax onto 3dsMax?

Subject: .MAX to .3DS...

Posted by [Deactivated](#) on Sun, 12 Sep 2004 14:42:54 GMT

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I'm not sure, but I think they could work with Max 4/3.

Subject: .MAX to .3DS...

Posted by [WNxCABAL](#) on Sun, 12 Sep 2004 14:44:40 GMT

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My Mission > To try and get RenX to work on 3dsMax

If I find out how to do it, I'll write a tutorial

Subject: .MAX to .3DS...

Posted by [Sir Kane](#) on Sun, 12 Sep 2004 14:48:55 GMT

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It won't work with 3ds max 3/4 since the SDK is different.

Subject: .MAX to .3DS...

Posted by [WNxCABAL](#) on Sun, 12 Sep 2004 15:23:17 GMT

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There is a file/plugin out there, somewhere! called max2w3d.dle

I found this out when launching the E3 Nod Buggy (found at the commando site) in 3ds max6

Does anyone have this?

Subject: .MAX to .3DS...

Posted by [Sir Kane](#) on Sun, 12 Sep 2004 15:41:05 GMT

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EA has that. And I have W3dMat.dlt.

Subject: .MAX to .3DS...

Posted by [icedog90](#) on Sun, 12 Sep 2004 21:04:13 GMT

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Is it worth attempting to email EA for it?

Subject: .MAX to .3DS...

Posted by [YSLMuffins](#) on Sun, 12 Sep 2004 21:47:38 GMT

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Not as long as Generals and Battle for Middle Earth are still popular.

Subject: .MAX to .3DS...

Posted by [WNxCABAL](#) on Sun, 12 Sep 2004 21:57:33 GMT

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hmm, just a thought, Eric Kearns (i think thats how its spelt) is the creator of the E3 Nod Buggy, he released that, maybe, if we ask him 'nicely' he could give it to us..

Subject: .MAX to .3DS...

Posted by [Deactivated](#) on Mon, 13 Sep 2004 13:42:51 GMT

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I tried asking Kearns a while go about if he has it.. no.

Quote:Unfortunately I don't have any of those plugins... I'm sure someone does in the community though.

Still don't have a plugin for ya though.

Welp... Greg does work here but he doesn't have anything but old code and that isn't worth jack.

Subject: .MAX to .3DS...

Posted by [icedog90](#) on Mon, 13 Sep 2004 19:31:20 GMT

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Great, shit luck.
