
Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 13 Oct 2002 22:29:00 GMT
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You've got mail !Beta is released (a little late) !If you are in the beta test team check your mail, I've sent you the beta version v1.15bThanks,Abjab [October 19, 2002, 22:55: Message edited by: Abjab]

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 13 Oct 2002 22:32:00 GMT
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W3D Importer's Beta Test Team (Final):----- Dante- Blazer-

next Beta version release: This Week-----Abjab [October 19, 2002, 23:00: Message edited by: Abjab]

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 13 Oct 2002 22:48:00 GMT
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W3D Importer's beta current state:-----Ok, just noticed I didnt fixed a bug where proxies with trailing numbers after the ~ would'ntshow up in the Proxies list.Fixing it right now, will be fix for the next release.Also in next release you will be able to save and export as well. I have block the save andexport options to make sure the beta version won't be able to export or save locked w3dfiles. Once I'm done writing the password protection code, saving and exporting will beenabled.Abjab [October 19, 2002, 22:52: Message edited by: Abjab]

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 13 Oct 2002 23:18:00 GMT
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Excellent work.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 13 Oct 2002 23:29:00 GMT
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Yes, Nice job!

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 01:11:00 GMT
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thats why it wont be publicly available !

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 01:12:00 GMT
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quote:Originally posted by npsmith82:Nice concept.This is the first time i've heard of this application you've been working on.Does this mean that anyone with the XCC Mixer will be able to extract the W3D objects from a map and use them elsewhere?Surely map makers will be a little annoyed knowing that any new objects/terrain that they include in their map could be extracted, edited and used by everyone? More than likely without asking for permission or giving the author credit. - Yes it does mean that- It has been considered, and authors will have the option to lock and authenticate their works. --- quote:Originally posted by Steven Denman:thats why it wont be publicly available !Wrong, It will be released to Public once it has passed all tests. Abjab [October 14, 2002, 01:14: Message edited by: Abjab]

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 01:17:00 GMT
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oh thats cool, i heard it wasn't. my mistake.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 04:42:00 GMT
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I'm definately still willing to test. Thanks for the great work.~Bumpaneer

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 07:41:00 GMT
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im in

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 09:32:00 GMT

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Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 09:34:00 GMT
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add me in...

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 09:53:00 GMT
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I have lots of free time this week, put me in...

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 11:33:00 GMT
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likely NOT take place till 10/19

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 11:49:00 GMT
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I still want to test that Converter abjab . That's why I contact Dante everyday asking for news
.--Shaun--

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 12:59:00 GMT
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Nice concept. This is the first time i've heard of this application you've been working on. Does this mean that anyone with the XCC Mixer will be able to extract the W3D objects from a map and use them elsewhere? Surely map makers will be a little annoyed knowing that any new objects/terrain that they include in their map could be extracted, edited and used by everyone? More than likely without asking for permission or giving the author credit.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 14:14:00 GMT
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I'll be glad to test if you'll let me in. My method is super-slow for doing this. It took me about 15 minutes to convert dsp_icle1.w3d!

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 14:35:00 GMT
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im in, or just give it to one of my men, ill get it from them, if thats ok with you. (my men: SomeRhino and AvroAero, they are on my team lol)

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 17:26:00 GMT
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quote:Originally posted by Abjab:It has been considered, and authors will have the option to lock and authenticate their works.Could you give more details about that? Authors are going to able to use some sort of lock to make the converter unable to convert his files? Some sort of protection for the files he wish to not be converted or edited by others?

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 19:39:00 GMT
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authors will have the option to lock and authenticate their works.Could you give more details about that? Authors are going to able to use some sort of lock to make the converter unable to convert his files? Some sort of protection for the files he wish to not be converted or edited by others?Yes, modellers will have the option to lock their w3d when exporting them so they can't be imported after. Although, I do not encourage anyone to use this. Instead you should only authenticate your w3d by signing it with the feature I will provide to do so. The signature will be safe as well, and wont be editable.If anyone export a signed w3d it will keep the original signature for the author name andadd a new "Modified by:" signature to it along with the modified date.Any unsigned w3d (Original WW models or models exported without my tool) that is imported will have the value "Unknown" for the original author, and will remain as "Unknown" once exported.I'm not going to give anymore details about that, since the less I say the safest it will be.Abjab

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 19:42:00 GMT

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can i test i too? i have many ww model to convert..

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 19:49:00 GMT

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Abjab:It has been considered, and authors will have the option to lock and authenticate their works.Could you give more details about that? Authors are going to able to use some sort of lock to make the converter unable to convert his files? Some sort of protection for the files he wish to not be converted or edited by others?Yes, modellers will have the option to lock their w3d when exporting them so they can't be imported after. Although, I do not encourage anyone to use this. Instead you should only authenticate your w3d by signing it with the feature I will provide to do so. The signature will be safe as well, and wont be editable.If anyone export a signed w3d it will keep the original signature for the author name andadd a new "Modified by:" signature to it along with the modified date.Any unsigned w3d (Original WW models or models exported without my tool) that is imported will have the value "Unknown" for the original author, and will remain as "Unknown" once exported.I'm not going to give anymore details about that, since the less I say the safest it will be.AbjabAlright, thanks for the info

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 20:05:00 GMT

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Abjab:It has been considered, and authors will have the option to lock and authenticate their works.Could you give more details about that? Authors are going to able to use some sort of lock to make the converter unable to convert his files? Some sort of protection for the files he wish to not be converted or edited by others?Yes, modellers will have the option to lock their w3d when exporting them so they can't be imported after. Although, I do not encourage anyone to use this. Instead you should only authenticate your w3d by signing it with the feature I will provide to do so. The signature will be safe as well, and wont be editable.If anyone export a signed w3d it will keep the original signature for the author name andadd a new "Modified by:" signature to it along with the modified date.Any unsigned w3d (Original WW models or models exported without my tool) that is imported will have the value "Unknown" for the original author, and will remain as "Unknown" once exported.I'm not going to give anymore details about that, since the less I say the safest it will be.AbjabNice shoot

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 14 Oct 2002 22:28:00 GMT

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Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Tue, 15 Oct 2002 07:59:00 GMT
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help file FINALLY in the workings

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Tue, 15 Oct 2002 09:23:00 GMT
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quote:Originally posted by Dante:help file FINALLY in the workings This is gonna be the best modding tool ever So let's make it perfect

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Tue, 15 Oct 2002 10:41:00 GMT
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Thank God my new work won't be able to be grifted. However, as I made my point to Dante and Abjab, I'll make it here as well. If I catch *anyone* stealing *any* models - which include mine or anyone else's - I will personally make sure the truth is known and the thief exposed... You don't want that. You'd better have permission to use them and give them more than one line of credit at the bottom of a text file which you know no one will read. [October 15, 2002, 10:42: Message edited by: aircraftkiller2001]

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Thu, 17 Oct 2002 00:12:00 GMT
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adjab, look your pm... that about 2-3 days i sended u a pm and it say u didnt reed it!

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Thu, 17 Oct 2002 03:29:00 GMT
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I've just thought about something. Instead of having the W3D file locked against import when the author exports it, I'll have it password protected, if anyone wants to use it, they would have to ask the author's permission. Then it's up to the author to decide if he/she wish to share the password(s) for the requested w3d file(s). That way, you also make sure that, if you would ever loose your original gmax files, you could always get them back by importing the w3d files. Which wouldn't be possible if the w3d was simply locked. Tell me what you guys think about that. Abjab

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Thu, 17 Oct 2002 05:17:00 GMT
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thats a good idea = !

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Thu, 17 Oct 2002 14:11:00 GMT
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I was going to suggest that actually, I like the idea.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Thu, 17 Oct 2002 14:59:00 GMT
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Yes, but it would need a pretty complex password algorithm. Otherwise people can crack it in seconds.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Thu, 17 Oct 2002 17:28:00 GMT
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quote:Originally posted by StoneRook:thats a good idea = !Agreed.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Thu, 17 Oct 2002 19:59:00 GMT
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Don't do a password. Keep the file lock, then advise people to make two copies of a W3D, a locked one for the model and an unlocked one for recovery.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Fri, 18 Oct 2002 01:30:00 GMT
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cool!

Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Fri, 18 Oct 2002 12:21:00 GMT

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Ok, Tomorrow (Friday) is the last day I will take applications for the beta test team. I'm almost finished writing the beta, and it should be ready for the ETA which is Saturday. So far we got 14 people in the team, including myself, and a 15th that may join the team by tomorrow. This should be enough to get the test done within a week or two. Abjab

Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Fri, 18 Oct 2002 21:08:00 GMT

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Few hours from the beta release guys Only a few things left to do, dropped some stuff out, like tools for helping the user to set WWSkins and Materials. Vertices for objects with the WWSkin modifier applied can't be selected by script And giving you a list of vertex wouldn't help you much either on a mesh with hundreds of vertices. Though I might work on the Materials later to help the user set the materials properties. Abjab

Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Fri, 18 Oct 2002 21:38:00 GMT

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quote:Originally posted by Abjab: Few hours from the beta release guys Only a few things left to do, dropped some stuff out, like tools for helping the user to set WWSkins and Materials. Vertices for objects with the WWSkin modifier applied can't be selected by script And giving you a list of vertex wouldn't help you much either on a mesh with hundreds of vertices. Though I might work on the Materials later to help the user set the materials properties. Abjab One question Abjab, is this "converter" a program or a plugin for gMax?

Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Sat, 19 Oct 2002 02:46:00 GMT

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I'm not abjab but hey: I believe it's a MAXScript which you open in Gmax and press a button and select the file you want to import --Shaun--

Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Sat, 19 Oct 2002 09:57:00 GMT

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It's Saturday..... any news ?

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sat, 19 Oct 2002 21:32:00 GMT
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Ok, sorry for the delay, ran into some last minute problems. Still need to implement some stuff, but with it you should be able to import most everything. The Importer packed is about 200 Kb so I don't think it would be a problem for anyone if I e-mail it to you. Abjab

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sat, 19 Oct 2002 23:28:00 GMT
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Abjab, Dante, this is an excellent piece of work. One question, am I supposed to report bugs here, via PM or E-mail? Thanks.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 20 Oct 2002 09:21:00 GMT
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please email myself or abjab, thanks and btw, he gets all the credit on this one, I just checked it out, used it a lot, and am working on the help file

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 20 Oct 2002 10:08:00 GMT
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V1.16b will be ready in a few hours, fixed some bugs that I've never experimented before, and implemented the "Select From Mix File" function. You won't need to extract any W3D anymore, you'll simply browse through *.mix, *.pkg or *.dat files and Import the w3d from there. - Abjab

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 20 Oct 2002 10:35:00 GMT
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This will help a lot.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 20 Oct 2002 10:53:00 GMT
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hmm, abjab, check your email please...

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 20 Oct 2002 11:57:00 GMT
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Have you sent out the e-mails or what I'm confused !?!

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 20 Oct 2002 14:13:00 GMT
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Why haven't I received the e-mail !! *Cries*

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 20 Oct 2002 14:34:00 GMT
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quote:Originally posted by Planetshaun.co.uk:Why haven't I received the e-mail !! *Cries*
Don't worry. More we wait, better it comes. Let he finish what have to be done .

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 20 Oct 2002 15:02:00 GMT
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I got mine early this morning. Does your email allow attachments?

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 20 Oct 2002 16:22:00 GMT
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Yes, but haven't recieved any file yet.My e-mail -- allgusto@uol.com.br

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 20 Oct 2002 17:15:00 GMT
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list.Forgive me,Abjab [October 20, 2002, 17:16: Message edited by: Abjab]

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 20 Oct 2002 18:15:00 GMT
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I know I'm probably too late but I was wondering if anyone would care to send me a version? I would report any bugs and stuff.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 20 Oct 2002 18:38:00 GMT
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If I catch *anyone* stealing *any* models - which include mine or anyone elses - I will personally make sure the truth is known and the thief exposed... You don't want that. You'd better have permission to use them and give them more than one line of credit at the bottom of a text file which you know no one will read.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 21 Oct 2002 00:12:00 GMT
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quote:Originally posted by Abjab: You won't need to extract any W3D anymore, you'll simply browse through *.mix, *.pkg or *.dat files and Import the w3d from there. - AbjabW00t!

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 21 Oct 2002 04:02:00 GMT
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Alright, now the Importer can Import straight from MIX(rg) files (.mix, .pkg and .dat). I'll fix a few things and try improving the code a bit since it takes more time to import from mix files when it needs to find dependents files, like skeleton for animations or characters in big mix files such as always.dat. Although, even if it takes more time, it saves you the effort of looking for files that are needed with some specific w3d files. I have not yet Implemented DDS support, but will work on it this week. I'll send you guys an update before i leave for work (in about 2 hours). - Abjab [October 21, 2002, 04:05: Message edited by: Abjab]

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sat, 26 Oct 2002 14:41:00 GMT
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do you have room for any more beta testers Abjab? If you do can you please send it to me.....i pm'ed ya with what i need it for. Eric.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sat, 26 Oct 2002 14:57:00 GMT
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Sorry, not taking anymore testers. And BTW, I did not send the Importer's beta for what testers needed it for, but for what I needed them for. The public release will be available in a few weeks.-
Abjab

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sat, 26 Oct 2002 16:38:00 GMT
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so far -- no problems to report -- nice piece of code you have here....

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sat, 26 Oct 2002 21:46:00 GMT
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Multiple passes on materials don't seem to show up on import. Other than that, everything seems to import correctly. Nice bit of coding.~Bumpaneer

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 27 Oct 2002 23:16:00 GMT
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no, i believe brilliant would be the wording you are looking for anywayz, what w3d, could you email it to me?dante@cncrenegade.info

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 28 Oct 2002 03:41:00 GMT
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Materials were implemented really quick, there is still lots of work to do to get them imported properly. In some occasion gmax will crash when opening the material navigator after importing a w3d, this will be fixed too when I get the time to work on the materials part of the script.- Abjab

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 28 Oct 2002 12:19:00 GMT
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Heya, Had one problem with the Converter, I imported the w3d file (An Earth & Beyond Model) of

Net7 News Station and only one of the textures displayed correctly. I made sure I had converted all the .dds files to .tga and still didn't show up.--Shaun--

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Tue, 29 Oct 2002 00:59:00 GMT
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ajab... could you resend me the newest version i havent reseived it or i deleted it by accident.
thanx-AvroAero

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Fri, 01 Nov 2002 06:41:00 GMT
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Testing so far is going well with me --love that i can see the UVW maps used -- clues you in on how it's done...

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Fri, 01 Nov 2002 10:38:00 GMT
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This actually works?

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Wed, 13 Nov 2002 22:05:00 GMT
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quote:Originally posted by brutus:This actually works? It sure does! I wish I had seen this beta signup when they were accepting people, oh well...Just curious, what is the status on this thing?(sorry to bump an old topic guys)

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Thu, 14 Nov 2002 07:21:00 GMT
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still in testing --and yes - it works just fine...

Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Thu, 14 Nov 2002 08:16:00 GMT

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W00t!

Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Thu, 14 Nov 2002 09:22:00 GMT

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how long tell this will be release i wqould like to use it to fix some of westwoods maps and make them fliable.

Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Thu, 14 Nov 2002 15:29:00 GMT

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i wonder if westwood is gonig to try and protect their files

Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Thu, 14 Nov 2002 16:06:00 GMT

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quote:Originally posted by Maimer1:i wonder if westwood is gonig to try and protect their filesThey won't be able to, because it only protects the new models. Since all their models are on the CD, it won't happen.

Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Thu, 14 Nov 2002 17:50:00 GMT

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Testing for what!?!?!?

Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Thu, 14 Nov 2002 18:05:00 GMT

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quote:Originally posted by Ingrownlip: quote:Originally posted by Maimer1:i wonder if westwood is gonig to try and protect their filesThey won't be able to, because it only protects the new models. Since all their models are on the CD, it won't happen.the next patch could do it

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Thu, 14 Nov 2002 22:24:00 GMT
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quote:Originally posted by Tripic:how long tell this will be release i wqould like to use it to fix some of westwoods maps and make them fliable.I REALLY think you should reconsider this...did you ever wonder why there was only 2 flying maps???i converted the ENTIRE C&C_CITY_FLYING and made it one .gmaxi have 4 words to sayOMFGthat took alot of time, and ALOT of skills to do all of that.not that i doubt your ability, but that is ALOT of work to do.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Fri, 15 Nov 2002 15:43:00 GMT
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ill do it in spare time witch trust me i have plenty of lol if this thing ever gets released

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sat, 16 Nov 2002 11:16:00 GMT
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error with the importer with the new gmax 1.2 --

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sat, 16 Nov 2002 16:17:00 GMT
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dan more time to wait

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sat, 16 Nov 2002 17:02:00 GMT
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quote:Originally posted by StoneRook:error with the importer with the new gmax 1.2 --what is the error?

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sat, 16 Nov 2002 17:22:00 GMT
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it looks like the encryption may have changed from gmax 1.1 to 1.2, as i have the unencrypted script, and have not see the problem...should be a quick fix, just need to re-encrypt the stuff, and

send it to you guys ill get ahold of abjab and let him know.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sat, 16 Nov 2002 17:43:00 GMT
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quote:Originally posted by Dante:it looks like the encryption may have changed from gmax 1.1 to 1.2, as i have the unencrypted script, and have not see the problem...should be a quick fix, just need to re-encrypt the stuff, and send it to you guys ill get ahold of abjab and let him know.cool beans ---- lucky your in the clique.... LOL

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 13 Jan 2003 18:13:00 GMT
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hey guys, when is this thing gonna come out!!, I need to export Nod Buggers M1 Garand WW2 rifle since its boned wrong and there is no gmax file for it, only w3d

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 13 Jan 2003 23:50:00 GMT
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Ask him for it. If he says no, well, there is your answer. I would be surprised if you were able to fix it as it is

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Tue, 14 Jan 2003 11:58:00 GMT
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is that me or i didnt go thte new version of the importer?(mine is v116b)btw, i dont know if u could make the importer auto detect emitter, cause it crash gmax...

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 27 Jan 2003 01:39:00 GMT
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i miss abjab... :-\

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 27 Jan 2003 05:04:00 GMT
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quote:Originally posted by SlugWollop-CNCU[BG]:i miss abjab... :-\me too....

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 27 Jan 2003 07:58:00 GMT
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Where is Abjab these days anyway? He still in the ren community and not been see for a while? or has he moved onto something new?

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 27 Jan 2003 08:45:00 GMT
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quote:Originally posted by General Havoc:Where is Abjab these days anyway? He still in the ren community and not been see for a while? or has he moved onto something new?last time i talked to him - he was busy with his job- so we will have to see if he slides back in here.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 27 Jan 2003 14:49:00 GMT
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I could extract that prison center (or "mutation" center) from ack's C&C_Land!!!

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 27 Jan 2003 14:55:00 GMT
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NO, I RECOMMEND YOU TO NOT DO THAT, YOU WOULD BE SLAIN IN THE TIME OF

Yeah, and any update on the importer yet? [January 27, 2003, 14:58: Message edited by: MeXadiaz]

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 27 Jan 2003 15:00:00 GMT
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I would get on my knees and cry to ack just to have the prison center.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sun, 02 Feb 2003 06:33:00 GMT
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Any update now??

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 03 Feb 2003 08:23:00 GMT
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Wow!! want that thing! It really ownz!!Is it allowed to extract and use ww objects? Buildings from the Missions, e.g.

Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 03 Feb 2003 08:38:00 GMT
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quote:Originally posted by dead4ayear2: I could extract that prison center (or "mutation" center) from ack's C&C_Land!!!You know, that makes me want to *not* release the map.Stop trying to pilfer things from my maps... If I don't give you, or anyone else, permission to extract things from *my* files, then stay the hell out of them!
