
Subject: Mission .gmax Files?

Posted by [Burn](#) on Tue, 22 Mar 2005 20:55:50 GMT

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In several tutorials I've seen cases where the author shows a Westwood Renegade map but in .gmax.

I'd like to know- if they're available to the public, where can I download the WW maps in the .gmax format? Or do I already have it?

EDIT: Found it, nevermind.

Why can't I delete my post?

Subject: Mission .gmax Files?

Posted by [Spice](#) on Wed, 23 Mar 2005 10:11:28 GMT

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Where did you find them if you don't mind me asking? I didn't know the SP source files were available for download.

Subject: Mission .gmax Files?

Posted by [Aircraftkiller](#) on Wed, 23 Mar 2005 11:02:52 GMT

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I might consider putting level 10's *.3DS file up for download depending on how much complaining you people do about the fact that I actually have the source Max file for it.

It does contain everything for level 10, including the alien ship and the SP Hand of Nod which I had put on Planet C&C.

I have all sorts of neat things in the source Max format. Original Nod Apache, Tiberium Harvesters, Medium Tank, the only CTF level, the only DM level, Noddingham, multiplayer Helipads...

Subject: Mission .gmax Files?

Posted by [Oblivion165](#) on Wed, 23 Mar 2005 11:59:15 GMT

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Untested:

Extract every .dds and .tga from your always to a folder. Put the .w3d in there, and import it in

RenX. If i remeber correctly the importer will apply the textures if they are found next to the file.

Subject: Mission .gmax Files?

Posted by [Burn](#) on Wed, 23 Mar 2005 19:14:21 GMT

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OK well what I did was I went into LevelEdit. Then, I looked at the multiplayer terrain tiles and I went down to where it said "C&C_Canyon..." I opened that up, saw what the name of the .w3d file was, then using my XCC Mixer I extracted the .w3d file from C&C_Canyon.mix. I used my .w3d importer and then imported it into Gmax.

Quite an archaic way to do it, and of course the majority of the textures do not show when you do this. However, in my situation, it served it's purpose.

Subject: Mission .gmax Files?

Posted by [Deactivated](#) on Wed, 23 Mar 2005 19:24:40 GMT

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Aircraftkiller a.k.a. ACKI have all sorts of neat things in the source Max format. Original Nod Apache, Tiberium Harvesters, Medium Tank, the only CTF level, the only DM level, Noddingham, multiplayer Helipads...

But they're useless (except for boasting about having them) as long you're keeping them only to yourself.

And remember to release them as they are, not tampering with them in any way (eg. removing parts of a file or saving them in another format).

Subject: Mission .gmax Files?

Posted by [Spice](#) on Wed, 23 Mar 2005 21:16:16 GMT

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Oblivion165Untested:

Extract every .dds and .tga from your always to a folder. Put the .w3d in there, and import it in RenX. If i remeber correctly the importer will apply the textures if they are found next to the file.

Your right , This works. I've done it many times. You have to go to the matieral editor and hit the "get Renegade matieral" button and it will apply the textures automatically. Since it does not set them in the editor,

Subject: Re: Mission .gmax Files?

Posted by [zunnie](#) on Wed, 19 Feb 2014 12:55:53 GMT

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CommandoSR wrote on Wed, 23 March 2005 14:24 Aircraftkiller a.k.a. ACKI have all sorts of neat things in the source Max format. Original Nod Apache, Tiberium Harvesters, Medium Tank, the only CTF level, the only DM level, Noddingham, multiplayer Helipads...

But they're useless (except for boasting about having them) as long you're keeping them only to yourself.

And remember to release them as they are, not tampering with them in any way (eg. removing parts of a file or saving them in another format).

He probably won't do this lol, since its 2014 now

Subject: Re: Mission .gmax Files?

Posted by [Ethenal](#) on Wed, 19 Feb 2014 13:30:13 GMT

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9 year bump, zunnie?
