Subject: Ren X...
Posted by EatMyCar on Sun, 30 Apr 2006 21:04:16 GMT
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I just downloaded RenX/G-max and all that business, anyways, Question... How do I open up a .W3D in RenX, then export it as a .w3d with a different name?(I have the import script but I cant figure out how to work it!)

P.S. The skin FLAMETROOP2.DDS, Anybody have a version of this resized to the same dimension as FLAMETROOP.DDS? (So it can be used for the flametroop normally.)

Subject: Re: Ren X...
Posted by Zion on Sun, 30 Apr 2006 22:35:53 GMT
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to import:
go to the right hand side of the window, click the "utilities" (small hammer) tab. under that tab click the "MAXScript" button and load (run) the W3D importer. in the "w3d -> gmax importer" rollout click "load w3d object", select the object and vola, theres your w3d file.

to export:
click "file" at the top then go down to "export".
in the new window select "file type" as "w3d file", name it, select what type of w3d file you want it as (i take it you already know?) and vola, theres your 'new' w3d file.

hope this helps...

Subject: Re: Ren X...
Posted by EatMyCar on Sun, 30 Apr 2006 23:29:17 GMT
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1:W3D-GMAX importer rollout? I dont see one on my end...

2:Type?

Subject: Re: Ren X...
Posted by Titan_HQ on Mon, 01 May 2006 12:27:42 GMT
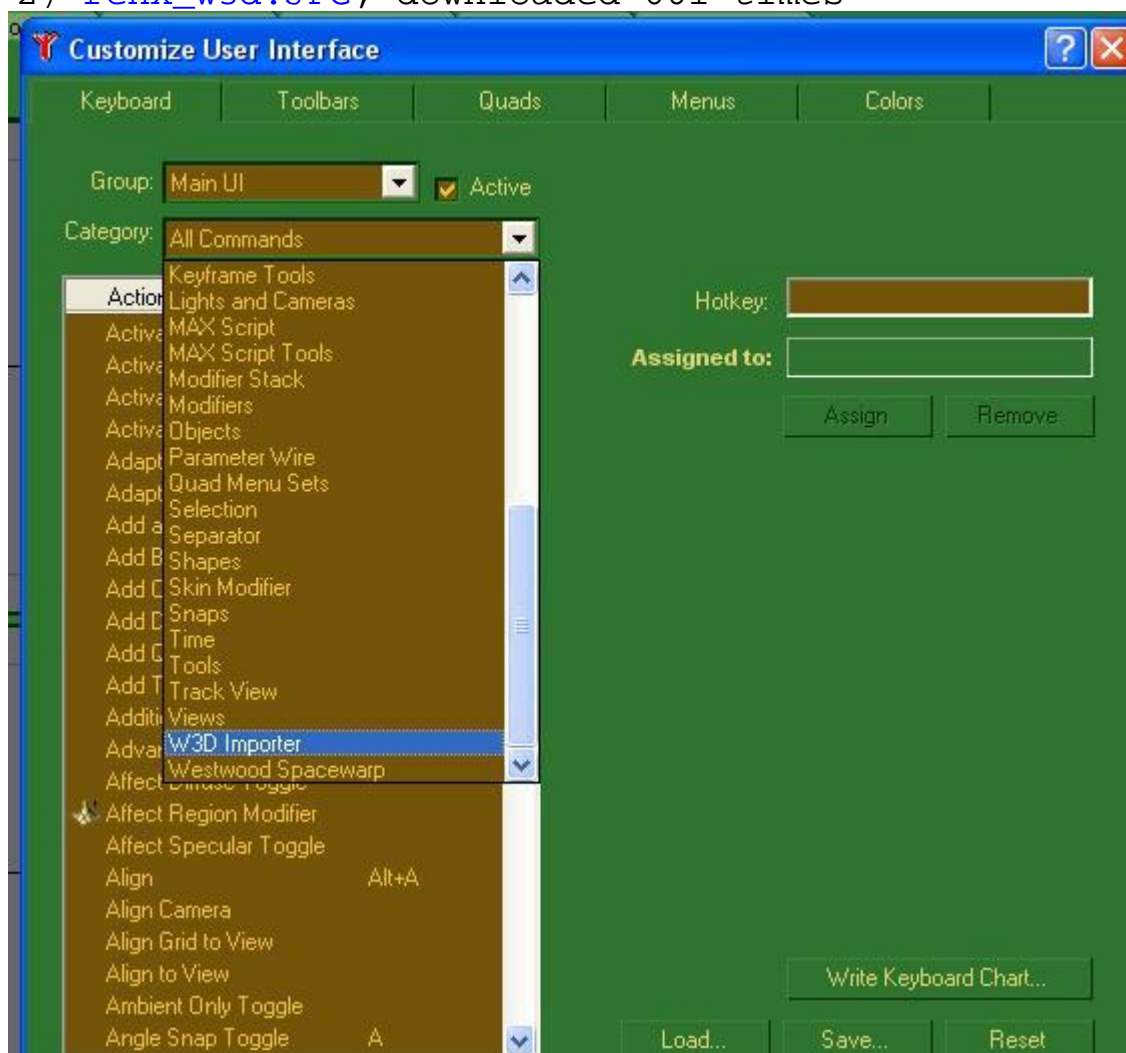View Forum Message <> Reply to Message

Download the file which s attched to this post and install it. (its a .ZIP file) Open up RenX, at the top there will be "customise", click that then click "customize user interface" click W3D importer under the "catagory section (look at the pic) There should be a bit that says Import a w3d file. click that and give it a hot key (i use ctrl+k) Close the box and press ctrl+k select the w3d file and import it. To export click file, then export, change the plasma 3d bit, to w3d and click save.

I hope you understand what im trying to say

I forgot to say, when you assign a hotkey you have to save the settings.

File Attachments
1) w3dimporter.zip, downloaded 135 times
2) renx_w3d.JPG, downloaded 661 times

Subject: Re: Ren X...
Posted by Zion on Mon, 01 May 2006 13:13:24 GMT
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right, no offence but thats a bit hard isnt it?

1. (answer)

[img=http://img402.imageshack.us/img402/3271/renxtut2hk.th.j pg]
follow the steps and it will work

2. (answer) the type of w3d file you want e.g renegade terrain, heractial model, pure animation, etc

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Subject: Re: Ren X...
Posted by EatMyCar on Mon, 01 May 2006 21:55:38 GMT
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ok..I followed both methods. 1st isnt working, I assigned it to Ctrl/K and RenX does nothing, so I decided to try the 2nd tool. Didnt work either. Tried Open script, then run script, and the Utilities section doesnt show a W3D-gmax importer, nor do I get a drop-down menu of the same title.

Subject: Re: Ren X...
Posted by Zion on Tue, 02 May 2006 00:20:21 GMT
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to the far right of the screen there is a small scroll bar (black line with small yellow lines ontop and below (if applicible)

i have noticed that the "run script" button doesnt work, instead, click the 'arrow' for the dropdown menu and single click the importer, then scroll down and it should work.
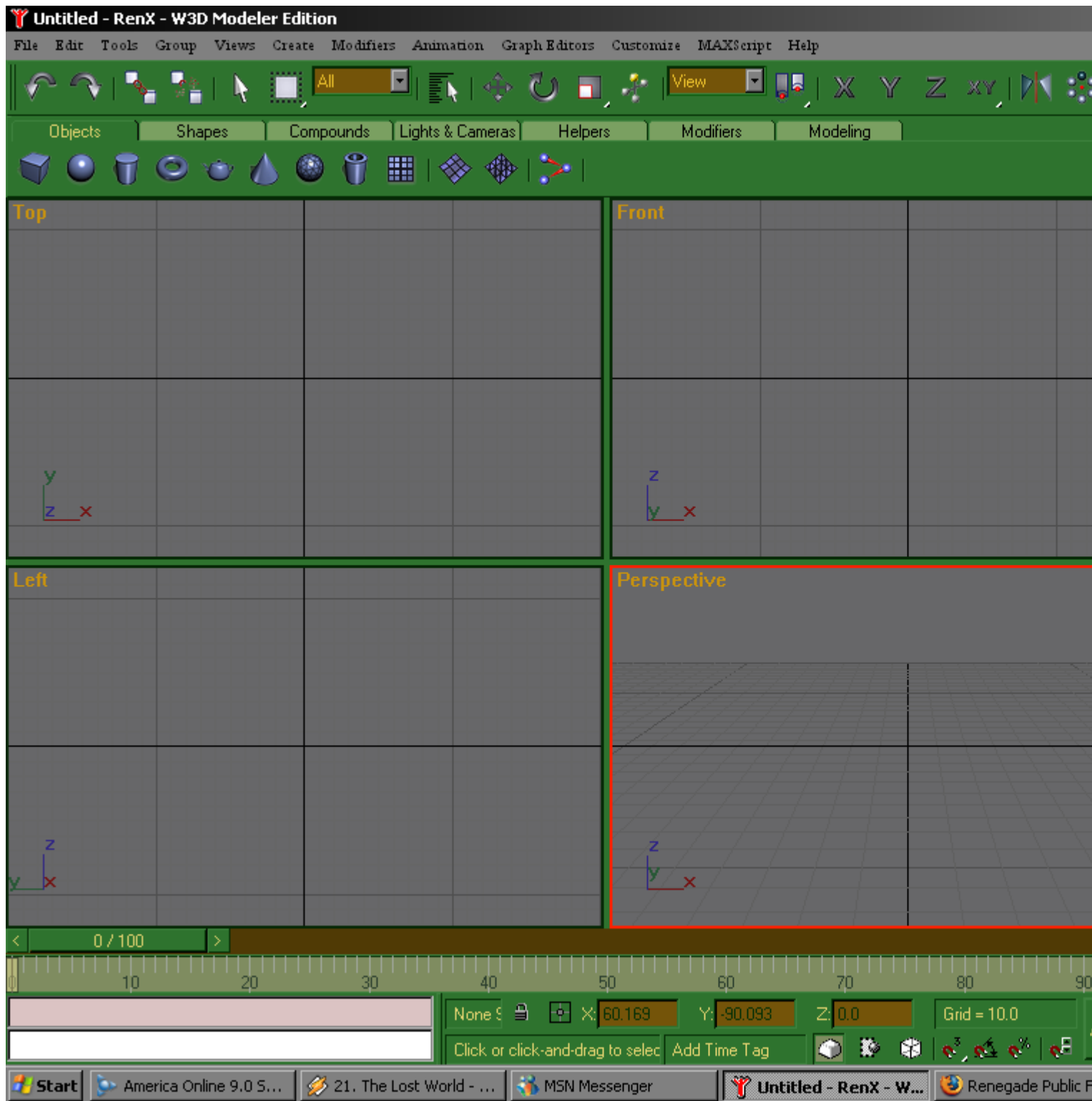

Subject: Re: Ren X...
Posted by EatMyCar on Tue, 02 May 2006 01:42:31 GMT
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I see the scrollbar dude, but the dropdown menu isnt showing ANY scripts at all. pic included.

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File Attachments
1) hgugvyg.PNG, downloaded 240 times
```

Subject: Re: Ren X...
Posted by Zion on Tue, 02 May 2006 07:24:51 GMT
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right, our tutorials were thinking that you had the scripts installed. according to this pic, you dont have the scripts installed.

download these scripts... and put the .ms file in <drivename>:\Gmax\Gamepacks\Westwood\Renx\scripts\startup\ then start up renx and do the tut i showed you before.

this one should work.

<u>File Attachments</u>
1) w3dgmax.zip, downloaded 131 times

Subject: Re: Ren X...
Posted by EatMyCar on Tue, 02 May 2006 10:49:58 GMT
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Thanks so much man!   Tanks and stuff have to be exported as a Hierarchal Animated Model, yes?

Subject: Re: Ren X...
Posted by Zion on Tue, 02 May 2006 12:17:55 GMT
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yes, and dont forget the emitters and np, the more ppl were get making renengade better the merryer i say

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Subject: Re: Ren X...
Posted by JeepRubi on Tue, 02 May 2006 12:39:37 GMT
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Merovingian wrote on Tue, 02 May 2006 07:17the more ppl were get making renengade better the merryer i say

Ummm, What?

Subject: Re: Ren X...
Posted by Zion on Tue, 02 May 2006 13:16:45 GMT
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nvm, just thinking out loud

Subject: Re: Ren X...
Posted by EatMyCar on Tue, 02 May 2006 21:19:47 GMT

I was experimenting with ACK's med from Field_TS(I know its ACK's, im not going to release it for public use, I just wanted a testbed tank.)...this is what I got from opening V_GDI_MTNK.W3D and renaming it to V_GDI_MEDTANK.W3D...

-Edit-

Apparently it wont upload TGAs. anyway, here's a pic of the med. It's AI controlled, I aimed at it, and the game doesnt pick it up like normal(ie:when you point a weapon at a vehicle.), you can move through the vehicle,AI cant harm it/cant be destroyed(Unless pre-trggered via campaign.), cant leave Factory.

File Attachments
1) med.PNG, downloaded 236 times

Subject: Re: Ren X...
Posted by EatMyCar on Fri, 05 May 2006 17:11:03 GMT

bumping this...

Subject: Re: Ren X...
Posted by Tunaman on Fri, 05 May 2006 18:51:54 GMT

EatMyCar wrote on Tue, 02 May 2006 17:19I was experimenting with ACK's med from Field_TS(I know its ACK's, im not going to release it for public use, I just wanted a testbed tank.)...this is what I got from opening V_GDI_MTNK.W3D and renaming it to V_GDI_MEDTANK.W3D...

-Edit-

Apparently it wont upload TGAs. anyway, here's a pic of the med. It's AI controlled, I aimed at it, and the game doesnt pick it up like normal(ie:when you point a weapon at a vehicle.), you can

move through the vehicle,AI cant harm it/cant be destroyed(Unless pre-trggered via campaign.), cant leave Factory.
You probably need to set the collision for it.. Lemme go open up RenX and see what you should probably check.

Edit: After rereading your post I don't really know what's the problem and I dunno how to delete my post either. ;(