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Subject: How to covert .gmax to .max and how can u ues 3Dsmax to make  
Posted by [JCOOL91](#) on Mon, 03 Mar 2003 01:47:27 GMT

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How do u covert .gmax to .max and how can u ues 3Dsmax to make models compatible with  
Rengade plz help me out.

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Subject: How to covert .gmax to .max and how can u ues 3Dsmax to make  
Posted by [Sk8rRIMuk](#) on Mon, 03 Mar 2003 02:12:30 GMT

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No idea how to convert .gmax .max but you can import .3ds into Gmax so just save your work  
form 3D studio max as .3ds and then imprt it with Gmax...

Hope that helps .

-Sk8rRIMuk

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Subject: You cant  
Posted by [jonwil](#) on Mon, 03 Mar 2003 02:13:24 GMT

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You cant convert a \*.gmax file into a \*.max file nor can you make stuff for renegade in 3ds max.

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Subject: Re: You cant  
Posted by [Sir Phoenixx](#) on Mon, 03 Mar 2003 02:36:40 GMT

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jonwilYou cant convert a \*.gmax file into a \*.max file nor can you make stuff for renegade in 3ds  
max.

Ouch, you're wrong both times! :rolleyes:

To convert from gmax to 3dsmax:

One of the many ways to do this is by getting the tempest gamepack from Discreet, open up the  
gmax file in there (it will give you an error about a missing w3d file, just click ok), than export to  
.md3, now you'll need a program that can open Quake 3 Model files, the one I used was  
lithunwrap (search google for it, it's not supported by it's author anymore), just import the md3,  
and export the 3ds (or dxf, sometimes it messes up when it exports to 3ds), and open in 3dsmax,  
done...

Another way is to export to .w3d, and using the Ultimate Unwrap3d demo (from

<http://www.unwrap3d.com>) and the .w3d plugin, open the .w3d, and export to .3ds, and open in 3dsmax.

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You can make your model in 3dsmax. Think of gmax as 3dsmax's retarded little twin, it has the most of the same features, but they are alot less powerful, and it is lacking a couple features, etc. Just make your model in 3dsmax as you would in gmax, than export to .3ds, and import that into gmax...

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Subject: How to covert .gmax to .max and how can u ues 3Dsmax to make

Posted by [Sir Phoenixx](#) on Mon, 03 Mar 2003 02:39:24 GMT

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Oh, and when you export to .md3 from Tempest, it pops up a little dialog box, just put a 1 in the frames to export box. (and turn off the error messages check box at the bottom, or it will give an error for each object about messed up uvw's)

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