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Subject: Ajabs converter?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 06:03:00 GMT

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Is Ajab currently working on it?Or can sb. plz send me the Beta Version, cos I need it to convert some WS-models

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 06:09:00 GMT

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I don't know,I don't hear much of it anymore.

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 06:33:00 GMT

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Sorry but Abjab hasn't been seen for a looooong time . If you need some models converting send them zipped to: planetshaun@hotmail.com and I'll convert them for you.Hope this helps you ,--Shaun--

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 07:12:00 GMT

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i need to convert my stuff aswell but i dont want to give it to someonebecause he can steal it of minewhich i've made and maybe he uploads it to internet and all the credit goes to himthat's not what i wanti want to make it myself so that i upload iton internet and the credit is for me. [ December 26, 2002, 07:15: Message edited by: Therazor ]

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 07:18:00 GMT

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quote:Originally posted by Therazor:i need to convert my stuff aswell but i dont want to give it to someonebecause he can steal it of minewhich i've made and maybe he uploads it to internet and all the credit goes to himthat's not what i wanti want to make it myself so that i upload iton internet and the credit is for me. You can trust me I have been in the community the day Renegade was released, and I would never ever steal anything from anyone. You have my word and also as everyone on these boards as my witness, so if you want them files converted send them to: planetshaun@hotmail.com .You can trust me,--Shaun--

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 07:46:00 GMT

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quote:Originally posted by Planetshaun.co.uk: quote:Originally posted by Therazor:i need to convert my stuff aswell but i dont want to give it to someonebecause he can steal it of minewhich i've made and maybe he uploads it to internet and all the credit goes to himthat's not what i wanti want to make it myself so that i upload iton internet and the credit is for me. You can trust me I have been in the community the day Renegade was released, and I would never ever steal anything from anyone. You have my word and also as everyone on these boards as my witness, so if you want them files converted send them to: planetshaun@hotmail.com .You can trust me,--Shaun--Dont worry you can trust him

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 08:34:00 GMT

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quote:Originally posted by Planetshaun.co.uk:Hope this helps you ,--Shaun--Reallay I'll send you the Zip file in an hour.

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 13:04:00 GMT

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Have you the actual Version?maybe you can send him the latest Version,or do you know anything about Ajabs work?

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 13:49:00 GMT

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only one person in the community has the "working" version of the importer, that would be myself, zip and email to dante@cncrenegade.info

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 13:56:00 GMT

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quote:Originally posted by Dante:only one person in the community has the "working" version of the importer, that would be myself, zip and email to dante@cncrenegade.info

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Fri, 27 Dec 2002 00:57:00 GMT

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quote:Originally posted by Planetshaun.co.uk: quote:Originally posted by Therazor:i need to convert my stuff aswell but i dont want to give it to someonebecause he can steal it of mine which i've made and maybe he uploads it to internet and all the credit goes to him that's not what i want i want to make it myself so that i upload it on internet and the credit is for me. You can trust me I have been in the community the day Renegade was released, and I would never ever steal anything from anyone. You have my word and also as everyone on these boards as my witness, so if you want them files converted send them to: planetshaun@hotmail.com .You can trust me,--Shaun--That's nice, the only problem being you can't save anything with your version of the converter.

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Fri, 27 Dec 2002 05:33:00 GMT

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is there going to be a importer and exporter for 3d studio max 4 aswell.but then for public use

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Fri, 27 Dec 2002 16:26:00 GMT

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What I am still waiting for is a converter that will work so i can use Lightwave, Coldfusion, Maya, Poser, and Bryce. My Mac feels neglected...spend 4 grand on a mac...what can you do with it?...burn cd's, create audio/video, and play solitare. Ive got all this really great design software but for some reason, none of the gaming companies support it. If i could even figure out a way to use my 3ds max instead of Gmax for renegade I would. Ok enough of my rambling...blood sugar low..must go consume edibles.

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Fri, 27 Dec 2002 16:32:00 GMT

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quote:Originally posted by Khaldor:What I am still waiting for is a converter that will work so i can use Lightwave, Coldfusion, Maya, Poser, and Bryce. My Mac feels neglected...spend 4 grand on a mac...what can you do with it?...burn cd's, create audio/video, and play solitare. Ive got all this really great design software but for some reason, none of the gaming companies support it. If i could even figure out a way to use my 3ds max instead of Gmax for renegade I would. Ok enough of my rambling...blood sugar low..must go consume edibles.try creating your terrains with Bryce (i have), use Poser and Truespace for character modeling (i have), use maya for building and vehicle modeling (i have) then export as 3ds, or dxf (which you can) import into gmax...onw when i say i have... it is nothing worth releasing, because i kinda suck at graphics and 3d, but the

functionality is all there...

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Sat, 28 Dec 2002 05:16:00 GMT

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i can make the models in 3ds max 4 or higher and export it to 3ds but that is a long way if you look in the tutorials of the w3d tool then everything is for 3ds max i want to have the w3d tools + importer for 3ds max 4 3ds max 4 is much more powerful than gmax

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Sat, 28 Dec 2002 05:55:00 GMT

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And cost a lot of money.

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Sun, 29 Dec 2002 04:03:00 GMT

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unless im missing a plugin, all that Maya 4.0.1 will let me save as is MayaAscii, or MayaBinary. im running for plugins: maya shader advanced reality and MFR Node Just picked up a copy of still to real for Poser, havent played with it yet. and Bryce 5 will only save as Bryce files. (.bf) I did find a couple disks in my desk at work for some 3ds max plugins i was unaware that i had: Matter Waves Max Matter Afterburn Blur Fire and about 30 other plugins, gimme a while to tinker i may have something there with them. But I am still lost as far as how to convert from maya or bryce to a usable format for 3ds max.

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Sun, 29 Dec 2002 04:07:00 GMT

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now thats interesting. I usually just put requisition into purchasing department at work and it arrives on my desk within 2-3 days.

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Subject: Ajabs converter?

Posted by [Anonymous](#) on Mon, 30 Dec 2002 00:50:00 GMT

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quote:Originally posted by Khaldor:unless im missing a plugin, all that Maya 4.0.1 will let me save as is MayaAscii, or MayaBinary.im running for plugins:maya shaderadvanced realityand MFR NodeJust picked up a copy of still to real for Poser, havent played with it yet.and Bryce 5 will only save as Bryce files. (.bf)I did find a couple disks in my desk at work for some 3ds max plugins i was unaware that i had:Matter WavesMax MatterAfterburnBlurFireand about 30 other plugins, gimme a while to tinker i may have something there with them.But I am still lost as far as how to convert from maya or bryce to a usable format for 3ds max.as far as bryce goes, you have to export the individual objects as dxf, and have the dxf plugin for gmax (i think it comes with it)... and i believe there is a plugin for maya that allows you to export objects as .3ds or .dxf...

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