
Subject: w3d exporter for max!
Posted by [PaRaDoX](#) on Fri, 14 Jul 2006 01:49:10 GMT
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here it is and all its glory
Saberhawk has fixed the new w3d exporter from EA games

IF YOU USE 3DSMAX 7 YOU MUST HAVE SP1 INSTALLED

get it here

http://usa.autodesk.com/adsk/servlet/ps/dl/item?siteID=12311_2&id=5663191&linkID=5573636

<http://renegadehelp.kinstry.co.uk/Files/index.php?act=view&a mp;a mp;a mp;a mp;a mp;id=21>

and something soon!

Subject: Re: w3d exporter for max!
Posted by [XSilent0X](#) on Fri, 14 Jul 2006 07:59:10 GMT
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WOW Thanks !

Subject: Re: w3d exporter for max!
Posted by [jonwil](#) on Fri, 14 Jul 2006 08:04:47 GMT
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I wonder if this plugin would allow for proper lightscape meshes and textures to be created.

Subject: Re: w3d exporter for max!
Posted by [PaRaDoX](#) on Fri, 14 Jul 2006 08:13:13 GMT
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ok added a few more things and fixed the layout... fogot to add the max2w3d.dle but i added it and some stuff >.> (thanks jonwil!)

Subject: Re: w3d exporter for max!

Posted by [Viking](#) on Fri, 14 Jul 2006 08:18:45 GMT

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So if you use this you dont need GMAX anymore?

How do you apply the textures and stuff?

Subject: Re: w3d exporter for max!

Posted by [PaRaDoX](#) on Fri, 14 Jul 2006 08:35:43 GMT

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you hit M and apply a W3D material to your object and it kinda self explanatory

Subject: Re: w3d exporter for max!

Posted by [XSilent0X](#) on Fri, 14 Jul 2006 08:59:05 GMT

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I have a problem, i get an error message

Subject: Re: w3d exporter for max!

Posted by [PaRaDoX](#) on Fri, 14 Jul 2006 09:58:49 GMT

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<http://renegade-help.com/upload/users/paradox/Max2w3d.dle>

replace yours with that. I also updatd the RAR as it might have been corupted so download it and replace all the files.

If it doesnt work contact me on MSNM i am paradox#renegade-help oh and # = @ fucking spam bots...

Subject: Re: w3d exporter for max!

Posted by [XSilent0X](#) on Fri, 14 Jul 2006 11:32:46 GMT

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still not working for me

Subject: Re: w3d exporter for max!

Posted by [PaRaDoX](#) on Sun, 16 Jul 2006 08:12:03 GMT

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Anyone else get this problem?

Subject: Re: w3d exporter for max!

Posted by [danpaul88](#) on Sun, 16 Jul 2006 10:52:03 GMT

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it works perfectly here

GJ saberhawk

Subject: Re: w3d exporter for max!

Posted by [Halo38](#) on Sun, 16 Jul 2006 14:05:39 GMT

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If I install this will i still be able to use the normal max material editor?

I don't want to transform my install of max to a renegade map only maker...

Subject: Re: w3d exporter for max!

Posted by [jonwil](#) on Sun, 16 Jul 2006 14:47:35 GMT

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No, it wont affect your normal 3DS max stuff.

Subject: Re: w3d exporter for max!

Posted by [Halo38](#) on Sun, 16 Jul 2006 18:27:22 GMT

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Ok i've installed it, excellent stuff, done a test export on a map i'm working on and it works just like you would expect it to We've been waiting for this for ages many thanks!

Subject: Re: w3d exporter for max!
Posted by [dal11](#) on Sun, 16 Jul 2006 21:35:46 GMT
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Is this compatible with Max8 SP3, any one try it?

Subject: Re: w3d exporter for max!
Posted by [Halo38](#) on Sun, 16 Jul 2006 22:20:50 GMT
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I'm using max 7 SP1, and it's ok with that, i'd assume it would work it seems like a standard plugin from the files.

Subject: Re: w3d exporter for max!
Posted by [PaRaDoX](#) on Sun, 16 Jul 2006 22:21:35 GMT
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that is what i use.

Subject: Re: w3d exporter for max!
Posted by [PaRaDoX](#) on Mon, 17 Jul 2006 23:23:36 GMT
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You must have the Latest DirecX 9.0C drivers for this to work or you will get that error.

Subject: Re: w3d exporter for max!
Posted by [dal11](#) on Tue, 18 Jul 2006 01:10:14 GMT
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Works fine with Max8 SP3. I had some custom max scripts that are going to be used for school so I just dumped the files in their folders instead of overwriting everything. Everything seems to work ok so far.

Subject: Re: w3d exporter for max!
Posted by [PaRaDoX](#) on Tue, 18 Jul 2006 08:03:54 GMT
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Good anyone have max6 and would like to try

Subject: Re: w3d exporter for max!
Posted by [kooljason](#) on Mon, 24 Jul 2006 07:41:51 GMT
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Great work, this will make my life so much easier!

Subject: Re: w3d exporter for max!
Posted by [JeepRubi](#) on Mon, 24 Jul 2006 15:33:25 GMT
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0_o is that a bump/ specular map on the W3D engine!? If it is im so exited...

Subject: Re: w3d exporter for max!
Posted by [Ma1kel](#) on Mon, 24 Jul 2006 17:17:29 GMT
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Yea it is.

Subject: Re: w3d exporter for max!
Posted by [PaRaDoX](#) on Mon, 24 Jul 2006 18:52:56 GMT
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Jeep Rubi wrote on Mon, 24 July 2006 11:330_o is that a bump/ specular map on the W3D engine!? If it is im so exited...
Its not. its called normal maping renegade already can do bump/specular

Subject: Re: w3d exporter for max!
Posted by [JeepRubi](#) on Mon, 24 Jul 2006 20:45:36 GMT
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No, im sure renegade cant do bump/specular mapping, if it can then why has no one ever used it?

Subject: Re: w3d exporter for max!
Posted by [Zion](#) on Mon, 24 Jul 2006 21:59:03 GMT
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Mainly it can support bump maps, take a look at the box paradox posted, or can also support shiny surfaces. No one knew about this because they never cared to experiment with it.

Subject: Re: w3d exporter for max!
Posted by [PaRaDoX](#) on Tue, 25 Jul 2006 10:41:20 GMT
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most people do know about it but are to lazy to use it
spec+bump all shitty textures but just for show.. the base texture is blue, the enviorment texture is
a red sun set

here is bump maps

here is the texture

here is it normal mapped

now don't get me wrong, renegade CANT support this, yet. But we have the shader files to add
these into renegade. the main problem we have is that if we do add this, the same map will be
tiled over everything. so we are working on it lol

Subject: Re: w3d exporter for max!
Posted by [JeepRubi](#) on Tue, 25 Jul 2006 13:01:57 GMT
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I think that all the renegade mods will benifit from this if it ever comes thru

Subject: Re: w3d exporter for max!
Posted by [Doitle](#) on Tue, 25 Jul 2006 21:59:22 GMT
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I'm getting the w3d.dle error too, the same as the guy with winnie the pooh as his avatar pasted.
And I tried downloading that .dle you pasted with no avail.

Subject: Re: w3d exporter for max!
Posted by [PaRaDoX](#) on Wed, 26 Jul 2006 12:20:18 GMT
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Fixed it by reinstalling Dx9.

Remember people, Homosoft deos not go over there installers! If you get error 126 intall the June version of Dx 9.0c
