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Subject: looking for gmax files...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 16:10:00 GMT

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Does anyone have working gmax files (including proper materials, animation & bones) for the following w3d files (they are not in buildings.zip that I can find)door\_0.w3ddr\_0.w3ddr\_0c.w3ddr\_1.w3ddr\_2.w3ddr\_3.w3dcom\_mainfrm.w3dcom\_mct.w3dcom\_tv.w3dhel\_ag\_exp.w3dpwr#dam01.w3dpwr#dam02.w3dpwr#dam03.w3dpwr#dam04.w3dpwr#dam05.w3dpwr#dam06.w3dpwr#dam07.w3dpwr#dam08.w3dpwr\_ag\_ext.w3dpwr\_ag\_piston.w3dpwr\_fan01.w3dpwr\_glass\_door.w3dpwr\_mainfrm.w3dpwr\_mct.w3dref\_ag\_fire.w3dref\_belt01.w3dref\_belt02.w3dref\_belt03.w3dref\_belt04.w3dref\_belt05.w3dref\_crusher.w3dref\_fire.w3dref\_mct.w3dref\_neon.w3dref\_tib\_dump.w3dref\_wlklts.w3d

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Subject: looking for gmax files...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 19:03:00 GMT

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no.....i dont have them exported yet but i might be able to help you.i finally found the right combination of plugins and format converters to get animation bones with their hirearchy still intact from w3d to gmax in 3 steps.right now i am feverishly trying to beat a 16 day deadline so i'll add the ones you have listed to my list of bones to get extracted.e-mail me so that i can have a link directly to you to notify you when i have what you need on the list....dont expect any thing to happen for two weeks though.....ok?my e-mail address is in my signature below.Eric.

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Subject: looking for gmax files...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 19:06:00 GMT

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quote:Originally posted by SGT.May:no.....i dont have them exported yet but i might be able to help you.i finally found the right combination of plugins and format converters to get animation bones with their hirearchy still intact from w3d to gmax in 3 steps.right now i am feverishly trying to beat a 16 day deadline so i'll add the ones you have listed to my list of bones to get extracted.e-mail me so that i can have a link directly to you to notify you when i have what you need on the list....dont expect any thing to happen for two weeks though.....ok?my e-mail address is in my signature below.Eric.may i ask how???

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Subject: looking for gmax files...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 19:30:00 GMT

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and just to show everybody that i'm not bull\$hi-ttin or exagerating what i can or cannot do to help the modders in this community.here....i just did one on your list and added it to the archive.I have found a way to get the whole model from w3d to gmax but it's not as easy as it would have been if our import plugin hadnt been derailed.I can export each LOD of a multi LOD model one level at a

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time,and then i have to export the bones separately too.All that has to be done is to merge them all back into the bones extract one LOD at a time then rename each LOD and reattach the bones to their original meshes.it's that simple....well maybe not simple....but it's better than nothing or no way at all.Here's a picture of the w3d mesh that i just exported the bones from.[http://www.planetcnc.com/sgtmay/images/previews/my\\_contribution.jpg](http://www.planetcnc.com/sgtmay/images/previews/my_contribution.jpg)Eric.

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Subject: looking for gmax files...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 19:39:00 GMT

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e-mail me dante.....i'd be glad to share it with you man.But till i'm 100\% positive that westwood isnt going to come down on me for this i am not going to just publicly announce the combination of plugins and converters you will need....but i will share it with anyone who e-mails me to inquire about it.I'm not selfish....i know how it feels to be able to look at a w3d model that i should be able to use in a map or mod for the same game it came from but cant because no one wants to come off a plugin that discreet and westwood were not concerned about being released.Eric

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Subject: looking for gmax files...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 20:02:00 GMT

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Also.....i havent got the animations down yet.....so if the mesh is animated it wont be after everything i have to do to it to get all the bones and each LOD group extracted and regrouped.I havent even attempted work that out and i probably wont either.I was more concerned with vehicles and some building agregates that arent animated within the model anyway.....most of these models i am exporting are not animated.....per say.The animations are done by separate animation file that just animates a models bones by whatever their name is and where they are placed in the models hirearchy.as far as i am concerned.....the pure animation files and animated building agregates really dont have a use outside of what they were designed for.i would rather create my own animations for my own buildings or special characters in a mod anyway.Eric.

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Subject: looking for gmax files...

Posted by [Anonymous](#) on Mon, 06 Jan 2003 08:06:00 GMT

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after RE gets moving steady, i WILL be taking up Max Scripting, and figure out how to finish up the importer into a distributable fashion, and do what abjab originally intended... he has "disappeared" and im afraid he may not come back. i will do what i can, as soon as i can, but like i said, i am not at ALL familiar with MAX scripting, so it may be a couple of months

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Subject: looking for gmax files...

Posted by [Anonymous](#) on Mon, 06 Jan 2003 09:53:00 GMT

ok.....i'm working on a illustrated tutorial on how to convert w3d to gmax using my method.....and i'm also going to see if Apache will collaborate with me on the section about restructuring the hirearchy of the model in gmax.Eric.

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Subject: looking for gmax files...

Posted by [Anonymous](#) on Tue, 21 Jan 2003 03:01:00 GMT

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Just an update for you Johnathan.....I have extracted these sets of animation bones for the files you listed.....as far as the animation for these files.....good luck finding someone who can extract these with the animations still intact till the gmax import plugin has been reworked to enable animation imports.Here is my list of what i have done so far on the stuff you have listed.

Legend:\* = extracted,converted to gmax,and scaled\*! = extracted converted to gmax,scaled and retextured0\% = no geometry {pure animation...unextractable by my method}25\% = bones extracted to "useable" format for gmax import50\% = extracted and converted to gmax {not scaled}100\% = can be found in westwoods official building pack

release\_\_\_\_\_door\_0.w3d \*!dr\_0.w3d

\*dr\_0c.w3d \*dr\_1.w3d <-----25\%dr\_2.w3d <-----25\%dr\_3.w3d <-----25\%com\_mainfrm.w3d

<-----25\%com\_mct.w3d <-----100\%com\_tv.w3d <-----25\%hel\_ag\_exp.w3d

<-----50\%pwr#dam01.w3d <-----25\%pwr#dam02.w3d <-----25\%pwr#dam03.w3d

<-----25\%pwr#dam04.w3d <-----25\%pwr#dam05.w3d <-----25\%pwr#dam06.w3d

<-----25\%pwr#dam07.w3d <-----25\%pwr#dam08.w3d <-----25\%pwr\_ag\_ext.w3d

<-----25\%pwr\_ag\_piston.w3d <-----0\%pwr\_fan01.w3d <-----25\%pwr\_glass\_door.w3d

<-----25\%pwr\_mainfrm.w3d <-----25\%pwr\_mct.w3d <-----100\%ref\_ag\_fire.w3d

<-----0\%ref\_belt01.w3d <-----25\%ref\_belt02.w3d <-----25\%ref\_belt03.w3d

<-----25\%ref\_belt04.w3d <-----25\%ref\_belt05.w3d <-----25\%ref\_crusher.w3d

<-----25\%ref\_fire.w3d <-----25\%ref\_mct.w3d <-----100\%ref\_neon.w3d

<-----25\%ref\_tib\_dump.w3d <-----25\%ref\_wlklts.w3d

<-----25\%\_\_\_\_\_These can all be rebuilt back

into working gmax animated models with a little work.Let me know if you want me to continue further.....if not i will rebuild them at my own leisure and release them as Reworked westwood models.Eric.

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