
Subject: GMAX to MAX9

Posted by [Jerad2142](#) on Fri, 06 Apr 2007 17:31:10 GMT

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Are there any converters that would allow you to get Gmax into Max9 format. If you have one please post a link to it.

Subject: Re: GMAX to MAX9

Posted by [JeepRubi](#) on Fri, 06 Apr 2007 17:46:22 GMT

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Im not sure about the link, but you can use RenX to export it to W3D then import it with the W3D importer that I beleive sloth made.

Subject: Re: GMAX to MAX9

Posted by [Jerad2142](#) on Fri, 06 Apr 2007 18:08:01 GMT

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I guess there is a doom exporter that could work, but you have to select each mesh individually, and its so stupid I'm not even going to post the link, lets go for the W3D version. I also found EA's max 7 version, but it doesn't work with max9.

Something that could convert to .3ds would be fine to.

Subject: Re: GMAX to MAX9

Posted by [Zion](#) on Fri, 06 Apr 2007 19:54:50 GMT

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I don't think Gmax exports to .3ds. Don't know why.

Subject: Re: GMAX to MAX9

Posted by [Gen_Blacky](#) on Sat, 07 Apr 2007 01:28:35 GMT

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renx can open .3ds

there will be a w3d exporter for 3dsmax 9 soon meaning months

Subject: Re: GMAX to MAX9

Posted by [Jerad2142](#) on Sat, 07 Apr 2007 04:47:54 GMT

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RenX can open .3ds but can not export .3ds. I need to get it to Max9 so I would have to export it to .3ds.

Subject: Re: GMAX to MAX9
Posted by [Gen_Blacky](#) on Mon, 09 Apr 2007 03:28:09 GMT
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there might be a plugin just google it

Subject: Re: GMAX to MAX9
Posted by [Jerad2142](#) on Mon, 09 Apr 2007 05:54:59 GMT
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Gen_Blacky wrote on Sun, 08 April 2007 21:28there might be a plugin just google it
No offense but don't you think that I might have already tried this. I came up with MD3 and MD5 plugins which were crap.
Oh wait the doom export I mentioned was a google search. Did you come up with anything different? Google, well I will try that next time because, I have never heard of google before. We need an admin to post a rule that you can't tell people to use google, what a worthless suggestion. And perhaps some people don't have time to use google.
