Subject: .gmax to .max converter/importer

Posted by Viking on Tue, 15 May 2007 06:25:54 GMT

View Forum Message <> Reply to Message

Need a importer to get gmax files into max kthxbai!

Subject: Re: .gmax to .max converter/importer

Posted by Carrierll on Tue, 15 May 2007 14:36:03 GMT

View Forum Message <> Reply to Message

Export as W3D and then import them into Max using the W3D importer?

Subject: Re: .gmax to .max converter/importer

Posted by Zion on Tue, 15 May 2007 15:38:02 GMT

View Forum Message <> Reply to Message

CarrierII wrote on Tue, 15 May 2007 15:36Export as W3D and then import them into Max using the W3D importer?

Only way unfortunatally.

Subject: Re: .gmax to .max converter/importer

Posted by Jerad2142 on Tue, 15 May 2007 17:49:22 GMT

View Forum Message <> Reply to Message

Merovingian wrote on Tue, 15 May 2007 09:38CarrierII wrote on Tue, 15 May 2007 15:36Export as W3D and then import them into Max using the W3D importer?

Only way unfortunatally.

And your screwed if you have max 9.

Subject: Re: .gmax to .max converter/importer

Posted by OWA on Tue, 15 May 2007 20:13:19 GMT

View Forum Message <> Reply to Message

There is another way. You need to use the Quake .md5 tools to export your GMAX to a .md5 format file. Then there is an importer for max which imports .md5 files.

Subject: Re: .gmax to .max converter/importer Posted by jamiejrg on Tue, 15 May 2007 21:53:07 GMT

View Forum Message <> Reply to Message

why not just make a 3ds exporter for gmax.

Subject: Re: .gmax to .max converter/importer

Posted by Gen\_Blacky on Tue, 15 May 2007 21:56:14 GMT

View Forum Message <> Reply to Message

good question?

Subject: Re: .gmax to .max converter/importer Posted by Genesis2001 on Tue, 15 May 2007 21:59:49 GMT View Forum Message <> Reply to Message

jamiejrg wrote on Tue, 15 May 2007 15:53why not just make a 3ds exporter for gmax.

Can't you export .gmax files as .3ds files or is that only for going from 3DS->Gmax?

-MathK1LL

Subject: Re: .gmax to .max converter/importer Posted by Zion on Tue, 15 May 2007 23:00:25 GMT

View Forum Message <> Reply to Message

Gmax imports .3ds file types but doesn't export to it.

Subject: Re: .gmax to .max converter/importer Posted by Genesis2001 on Tue, 15 May 2007 23:22:28 GMT

View Forum Message <> Reply to Message

Thought so, wasn't sure though.

-Thanks. MathK1LL Subject: Re: .gmax to .max converter/importer Posted by CarrierII on Wed, 16 May 2007 11:17:54 GMT

View Forum Message <> Reply to Message

Jerad Gray wrote on Tue, 15 May 2007 12:49Merovingian wrote on Tue, 15 May 2007 09:38CarrierII wrote on Tue, 15 May 2007 15:36Export as W3D and then import them into Max using the W3D importer?

Only way unfortunatally.

And your screwed if you have max 9.

(.zip is three screenshots of Max9 Trial with W3D importer functioning)

I'll write a guide on how to do it.

## File Attachments

1) Really.zip, downloaded 122 times

Subject: Re: .gmax to .max converter/importer

Posted by Gen\_Blacky on Wed, 16 May 2007 13:26:41 GMT

View Forum Message <> Reply to Message

and how do those ss help

Subject: Re: .gmax to .max converter/importer

Posted by Carrierll on Wed, 16 May 2007 13:51:03 GMT

View Forum Message <> Reply to Message

I'm proving to jerad that the W3D importer DOES work with Max9.

Here's how -

Create the path

C:\Program Files\Autodesk\3ds Max 9\gamepacks\Westwood\RenX\RenX-WME exists, because the W3D importer is (or appears) to be hardcoded to look for ...\gamepacks\westwood\renx\renx-wme\

Then extract the W3D importer stuff into that directory as if it was the \gamepacks\etc... directory of a Gmax install.

NB: I've only used some of the functions within the importer, and am unsure as to how many work. I know the "Recently opened W3D list" that appears in the File menu of the importer window doesn't work, for example.

Subject: Re: .gmax to .max converter/importer Posted by Jerad2142 on Thu, 17 May 2007 02:17:53 GMT View Forum Message <> Reply to Message

CarrierII wrote on Wed, 16 May 2007 07:51I'm proving to jerad that the W3D importer DOES work with Max9.

Here's how -

Create the path

C:\Program Files\Autodesk\3ds Max 9\gamepacks\Westwood\RenX\RenX-WME exists, because the W3D importer is (or appears) to be hardcoded to look for ...\gamepacks\westwood\renx\renx-wme\

Then extract the W3D importer stuff into that directory as if it was the \gamepacks\etc... directory of a Gmax install.

NB: I've only used some of the functions within the importer, and am unsure as to how many work. I know the "Recently opened W3D list" that appears in the File menu of the importer window doesn't work, for example.

Well its about time someone told me this instead of, "it does not work with max 9 yet."

Subject: Re: .gmax to .max converter/importer Posted by Carrierll on Thu, 17 May 2007 10:55:36 GMT View Forum Message <> Reply to Message

Ok, I forgot to state explicitly that you also need to place

dazzle.ini w3d-importer.ini

in the directory
\3ds Max 9\plugins\
Sorry.
Subject: Re: .gmax to .max converter/importer Posted by Jerad2142 on Thu, 17 May 2007 17:50:49 GMT View Forum Message <> Reply to Message
CarrierII wrote on Thu, 17 May 2007 04:55Ok, I forgot to state explicitly that you also need to place
dazzle.ini w3d-importer.ini
in the directory
\3ds Max 9\plugins\
Sorry.
thats okay, I figured it out pretty quick.