
Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 17:27:00 GMT
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Over the past three weeks or so, I've cobbled together a script which imports Renegade's .w3d file format into gmax. Today, I'm releasing version 1.0. The current version supports all meshes, bones, and basic geometry, as well as single-textured objects. Animation and multi-textured/multi-pass meshes are not yet supported. This means that you'll be able to import the geometry from any w3d file - characters, vehicles, maps, etc. Textures will be imported correctly for characters and vehicles. However, in general, textures will not be imported for maps because most maps use multiple material passes. I'll be ironing out that issue for a future version of the script. A few screens - Renegade - Visceroid Generals - F22 Raptor Renegade - Some bald guy Renegade - Level 10 Head to this page to download the script, and be sure to read the ReadMe file for installation instructions. Enjoy! [February 05, 2003, 15:54: Message edited by: Seagle]

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 17:31:00 GMT
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Please tell me you know who that "Blad Guy" is....if not , i must kill you!

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 17:37:00 GMT
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He is kane lol.

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 17:55:00 GMT
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hmm, can you contact me via AIM or MSN, i will be on all nighttanderson54@hotmail.com
<--MSNdante45anderson <-- AIM

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:13:00 GMT
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That's pretty cool Seagle! I don't think you should go any farther with the import though, as the basic mesh is good enough. It's really too bad we can't stop people from pirating models.

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:25:00 GMT
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Cool

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 19:21:00 GMT
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quote:Originally posted by Ingrownlip:I don't think you should go any farther with the import though, as the basic mesh is good enough. It's really too bad we can't stop people from pirating models.In my opinion, importing and viewing someone else's model is not a problem. It's a great opportunity to learn from another's work and to appreciate all the effort that goes into it.That said, I am definitely against ripping off other peoples work - using it without their permission and passing it off as one's own. But I think the benefits of a w3d importer outweigh the potential for piracy.

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 20:03:00 GMT
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Totally awesome Is anyone working on getting Multi-Textured items to work?

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 20:03:00 GMT
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I concur.Great work man Eric.

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 21:23:00 GMT
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quote:Originally posted by Taximes:Totally awesome Is anyone working on getting Multi-Textured items to work?Yep, multi-texture/multi-pass support is on the way.

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Mon, 03 Feb 2003 22:34:00 GMT
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w00t! Thanks so much for all your hard work! I hope you keep it up too! Thanks! this should

provide TONS of advancement for the modding community.

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Tue, 04 Feb 2003 06:22:00 GMT
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Great work, but I found some bugs: Roottransform gets imported(not needed/usefull) Bones gets imported as 'Object' (?Dunno what that means) but they must be boxes or geometrics. Collison

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:04:00 GMT
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imported(not needed/usefull) Bones gets imported as 'Object' (?Dunno what that means) but they must be boxes or geometrics. Collison Settings get lost anything related to the w3d plugins for gmax will not import, as you can not script them because they are protected scripts, i have tried, abjab has tried, and greg hjelstrom has concurred ("do you concur... yes, i concur..")but, we do have a tool to select the items based on the collision flags within the mesh, and from there you can just select them.

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Tue, 04 Feb 2003 11:20:00 GMT
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not like collision options are too hard to reset anyways.

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Tue, 04 Feb 2003 11:37:00 GMT
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heh, carl imagine this... set the collision settings for say.... mp_hourglass.gmax.. it is a helpful tool

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Tue, 04 Feb 2003 11:51:00 GMT
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how do you import sp lvls? i want to edit one

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Tue, 04 Feb 2003 17:59:00 GMT
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New version is out - 1.05 just a few fixes:--added support for HMODEL chunks (big thanks to JWilson for pointing this out)--removed the redundant Root Transform bone--Added a new LOD Display setting, "None", to hide all geometry and make selecting only bones easierLaubi, I'm not sure what problem you're having. Bones are objects, meshes are objects, everything's an object. If you want to export the bones imported by my script, follow this procedure: -select the bones-Using the RenX W3D tools, set them to "Export Transform" and not "Export Geometry"

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Wed, 05 Feb 2003 00:31:00 GMT
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How do you convert a file to W3d?

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Wed, 05 Feb 2003 00:33:00 GMT
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Bu why are the bones imported as 'Objects' ?The must be a box or convertable to a mesh, but Object? I dunno what to do with thsi kind of thing in RenX

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Wed, 05 Feb 2003 01:40:00 GMT
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is it available at the same download location cause now it says it's an invalid archive. Eric.

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Wed, 05 Feb 2003 01:46:00 GMT
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ok....it's working now.....same dl page Eric.

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Wed, 05 Feb 2003 05:52:00 GMT
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thats right n00b mappers! you can make more deathmatches!

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Wed, 05 Feb 2003 06:36:00 GMT
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[QUOTE]Originally posted by Seagle:New version is out - 1.05Laubi, I'm not sure what problem you're having. I have made 2 pic, to show what I mean:the normal bone(a WS Gmax file):
http://flc.netfirms.com/uploads/normal_bone.jpgthe imported bone(from the W3D):
http://flc.netfirms.com/uploads/import_bone.jpgYou'll see the difference.Maybe you can contact me in IM?

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Wed, 05 Feb 2003 15:53:00 GMT
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Okey dokey - version 1.06 is now released.New stuff:-bones will show up as a diamond-shaped mesh (thanks Laubi and J Wilson for pointing out the advantages there)-removed doubly-imported pivots (happened when a mesh and bone had the same name)-added a "Select Bones" button to the interface. This button will select all objects in the scene that were exported with "Export Transform" enabled (bones and meshes). You can download the file from the same page as before.Laubi - This update should have cleared up that issue. Bones should now behave exactly as they do in the Westwood-provided gmax files.maytridy, BMCJ - You'll need to use a program like XCC Mixer to extract .w3d files from the game's archives. Look in always.dat for general w3d files such as vehicles and infantry. Level-specific models will be in archives called M01.mix, M02.mix, etc. Once you've extracted the w3d files from the game archives, you'll be able to load them in gmax with this script. [February 05, 2003, 15:53: Message edited by: Seagle]

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Wed, 05 Feb 2003 16:29:00 GMT
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i have that, but before i couldn't figure out where the lvls were...

Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Wed, 05 Feb 2003 17:46:00 GMT
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quote:Originally posted by Dante:heh, carl imagine this... set the collision settings for say.... mp_hourglass.gmax.. it is a helpful toolwell did you know in gmax you can bring up a window listing every object, hide ones that dont contain certain characters (ie allowing you to sort via the vis^ prefix) then select all visible and then set your collision options

Subject: W3D to gmax Importer - Updated!

Posted by [Anonymous](#) on Thu, 06 Feb 2003 03:24:00 GMT

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Subject: W3D to gmax Importer - Updated!

Posted by [Anonymous](#) on Fri, 07 Feb 2003 09:30:00 GMT

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How do i extract files from .mix to W3d? (Where do i get XCC, please give the dl page link, not a link to a seach engine)

Subject: W3D to gmax Importer - Updated!

Posted by [Anonymous](#) on Fri, 07 Feb 2003 09:37:00 GMT

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quote:Originally posted by maytridy:How do i extract files from .mix to W3d? (Where do i get XCC, please give the dl page link, not a link to a seach engine)I have xcc. But I don't remeber where I got it from. The best way to find it is to go to google and type in "xcc .mix". And when you open the .mix, the hard part is finding the right file. Even though .lsd is of the .w3d format, it doesn't open .lsd. It diesn't load milti or blended texures. But it does work for a lot of vehicles.Edit: http://xccu.sourceforge.net/utilities/XCC_MIX_Editor.zipthere is the link. [February 07, 2003, 09:40: Message edited by: dead4ayear2]

Subject: W3D to gmax Importer - Updated!

Posted by [Anonymous](#) on Fri, 07 Feb 2003 09:58:00 GMT

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Thanks. [February 07, 2003, 10:19: Message edited by: maytridy]

Subject: W3D to gmax Importer - Updated!

Posted by [Anonymous](#) on Fri, 07 Feb 2003 16:57:00 GMT

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I found another 'bug':- If you import a W3D and open another (gmax)file, some errormessages comes on scren, I think about 15, you can click 'OK' and continue, but it takes some time, to klick

Subject: W3D to gmax Importer - Updated!

Posted by [Nightma13](#) on Sun, 06 Apr 2003 08:14:37 GMT

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uurrrmm the links arnt working can u fix em plz coz i really need dis thing coz i was makeing a map and the file got curupted but i managed to keep a w3d file of it

Subject: W3D to gmax Importer - Updated!

Posted by [General Havoc](#) on Sun, 06 Apr 2003 10:10:10 GMT

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Get it from the downloads section at <http://www.renevo.com> It is called something like W3DImporter2.zip. It gives you instructions on how to set it up.

_General Havoc

Subject: W3D to gmax Importer - Updated!

Posted by [Nightma13](#) on Sun, 06 Apr 2003 12:56:07 GMT

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ive just installed it an all but how do i import a W3D file :oops:

Subject: W3D to gmax Importer - Updated!

Posted by [General Havoc](#) on Sun, 06 Apr 2003 13:56:48 GMT

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Ok fists download this <http://generalhavoc.port5.com/w3dt.zip> it is a video i made showing you how to add the W3d import button in RenX. You will need the DivX 5 codec to play it so make sure it is installed or it won't playback. Make sure you have installed the W3D according to its instructions though. This should help you.

_General Havoc

Subject: W3D to gmax Importer - Updated!

Posted by [Nightma13](#) on Sun, 06 Apr 2003 15:19:15 GMT

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thxs
