
Subject: W3d import error

Posted by [Gen_Blacky](#) on Sun, 21 Oct 2007 03:43:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

i got this error importing nod stealth tank in renx

v_nod_stlth.w3d

Using coolfires w3d importer

```
in coordsys gmPivots[p] setVert gmMeshes[i] v meshes[i].verts[v]
)
-- to show influenced info at v1.08
format "%: \n" meshes[i].header.meshName
for p = 1 to hier.pivots.count do
(
  ivs = #()
  for v = 1 to meshes[i].vertInfs.count do
  (
    if meshes[i].vertInfs[v] == (p - 1) do (append ivs v)
  )
  if ivs.count > 1 do (format "% %: %\n" p hier.pivots[p].pivotName ivs)
)
)
)
if (anim != undefined) and (hier != undefined) then
(
  if anim.header.frameCount > 1 then
    animationRange = interval 1 anim.header.frameCount -- edited at v1.07
  else
    animationRange = interval 0 1
  frameRate = anim.header.frameRate
  for i = 1 to anim.channels.count do
  (
    curChn = anim.channels[i]
    --curObj = execute ("$" + hier.pivots[curChn.pivotID + 1].pivotName + "") -- at v1.02. it should
be curChn.pivotID + 1 at v1.04
    curObj = gmPivots[curChn.pivotID] -- test at v1.04
    --print curObj
    --print curChn
    if curObj != undefined then
    (
      datumPos = hier.pivots[curChn.pivotID + 1].pos
      datumRot = hier.pivots[curChn.pivotID + 1].rotation
      case curChn.flags of
```

```

(
0x0000: --ANIM_CHANNEL_X = 0
(
  curObj.pos.controller = linear_position()
  curKey = addNewKey curObj.pos.controller 0
  curKey.value = datumPos
  for f = curChn.firstFrame to curChn.lastFrame do
  (
    k = getKeyIndex curObj.pos.controller (f + 1)
    if k == 0 then
    (
      curKey = addNewKey curObj.pos.controller (f + 1)
      curKey.value = datumPos
    )
    else
    (
      curKey = curObj.pos.controller.keys[k]
    )
    curKey.value += [curChn.values[(f - curChn.firstFrame + 1)], 0, 0] * (inverse datumRot)
  )
  --if curChn.firstFrame == 0 then
  --(
  -- curKey = addNewKey curObj.pos.controller (curChn.lastFrame + 2)
  --)
  --else
  --(
  -- curKey = addNewKey curObj.pos.controller (curChn.firstFrame)
  --)
  --curKey.value = datumPos
)
0x0001: --ANIM_CHANNEL_Y = 1
(
  curObj.pos.controller = linear_position()
  curKey = addNewKey curObj.pos.controller 0
  curKey.value = datumPos
  for f = curChn.firstFrame to curChn.lastFrame do
  (
    k = getKeyIndex curObj.pos.controller (f + 1)
    if k == 0 then
    (
      curKey = addNewKey curObj.pos.controller (f + 1)
      curKey.value = datumPos
    )
    else
    (
      curKey = curObj.pos.controller.keys[k]
    )
    curKey.value += [0, curChn.values[(f - curChn.firstFrame + 1)], 0] * (inverse datumRot)
  )
)

```

```

)
--if curChn.firstFrame == 0 then
--(
-- k = getKeyIndex curObj.pos.controller (curChn.lastFrame + 1)
-- if k == 0 then
-- (
-- curKey = addNewKey curObj.pos.controller (curChn.lastFrame + 1)
-- curKey.value = datumPos
-- )
--)
--else
--(
-- k = getKeyIndex curObj.pos.controller (curChn.firstFrame - 1)
-- if k == 0 then
-- (
-- curKey = addNewKey curObj.pos.controller (curChn.firstFrame - 1)
-- curKey.value = datumPos
-- )
--)
)
0x0002: --ANIM_CHANNEL_Z = 2
(
curObj.pos.controller = linear_position()
curKey = addNewKey curObj.pos.controller 0
curKey.value = datumPos
for f = curChn.firstFrame to curChn.lastFrame do
(
k = getKeyIndex curObj.pos.controller (f + 1)
if k == 0 then
(
curKey = addNewKey curObj.pos.controller (f + 1)
curKey.value = datumPos
)
else
(
curKey = curObj.pos.controller.keys[k]
)
curKey.value += [0, 0, curChn.values[(f - curChn.firstFrame + 1)]] * (inverse datumRot)
)
--if curChn.firstFrame == 0 then
--(
-- k = getKeyIndex curObj.pos.controller (curChn.lastFrame + 1)
-- if k == 0 then
-- (
-- curKey = addNewKey curObj.pos.controller (curChn.lastFrame + 1)
-- curKey.value = datumPos
-- )
--)
--)

```

```

--else
--(
-- k = getKeyIndex curObj.pos.controller (curChn.firstFrame - 1)
-- if k == 0 then
-- (
-- curKey = addNewKey curObj.pos.controller (curChn.firstFrame - 1)
-- curKey.value = datumPos
-- )
-- )
)
-- --0x0003: --ANIM_CHANNEL_XR = 3
-- --(
-- -- curKey = addNewKey curObj.pos.controller f
-- -- curKey.value.x = curChn.values[(f - curChn.firstFrame + 1)]
-- -- )
-- --0x0004: --ANIM_CHANNEL_YR = 4
-- --(
-- -- curKey = addNewKey curObj.pos.controller f
-- -- curKey.value.y = curChn.values[(f - curChn.firstFrame + 1)]
-- -- )
-- --0x0005: --ANIM_CHANNEL_ZR = 5
-- --(
-- -- curKey = addNewKey curObj.pos.controller f
-- -- curKey.value.z = curChn.values[(f - curChn.firstFrame + 1)]
-- -- )
0x0006: --ANIM_CHANNEL_Q = 6
(
curObj.rotation.controller = linear_rotation()
curKey = addNewKey curObj.rotation.controller 0
curKey.value = datumRot
for f = curChn.firstFrame to curChn.lastFrame do
(
curKey = addNewKey curObj.rotation.controller (f + 1)
curKey.value = curChn.values[(f - curChn.firstFrame + 1)] - (inverse datumRot)
)
)
--if curChn.firstFrame == 0 then
--(
-- k = getKeyIndex curObj.rotation.controller (curChn.lastFrame + 1)
-- if k == 0 then
-- (
-- curKey = addNewKey curObj.rotation.controller (curChn.lastFrame + 1)
-- curKey.value = datumRot
-- )
-- )
--else
--(
-- k = getKeyIndex curObj.rotation.controller (curChn.firstFrame - 1)
-- if k == 0 then

```

```

-- (
-- curKey = addNewKey curObj.rotation.controller (curChn.firstFrame - 1)
-- curKey.value = datumRot
-- )
-- )
)
)
)
)
for i = 1 to anim.bitchannels.count do
(
curChn = anim.bitchannels[i]
-- curObj = execute ("$" + hier.pivots[curChn.pivotID].pivotName + "") -- at v1.02. it should be
curChn.pivotID + 1 at v1.04
curObj = gmPivots[curChn.pivotID] -- test at v1.04
if curObj != undefined then
(
case curChn.flags of
(
0x0000: --BIT_CHANNEL_VIS = 0 // turn meshes on and off depending on anim frame.
(
defVal = (curChn.defaultVal > 0)
curObj.visibility = defVal
curObj.visibility.controller = On_Off()
curKey = addNewKey curObj.visibility.controller 0
curKey.selected = defVal
prevVal = defVal
byteldx = 1
bitldx = 1
for f = curChn.firstFrame to curChn.lastFrame do
(
curVal = bit.get (curChn.values[byteldx]) bitldx
if curVal != prevVal then
(
curKey = addNewKey curObj.visibility.controller (f + 1)
curKey.selected = curVal
prevVal = curVal
)
bitldx += 1
if bitldx > 8 then
(
byteldx += 1
bitldx = 1
)
)
)
--curKey = addNewKey curObj.visibility.controller (curChn.lastFrame + 1)
--curKey.selected = defVal
)
)
)
)
)

```

```

--0x0001: --BIT_CHANNEL_TIMECODED_VIS
)
)
) --for end
) --if end
if (cmpAnim != undefined) and (hier != undefined) then
(
if cmpAnim.header.frameCount > 1 then
animationRange = interval 1 cmpAnim.header.frameCount -- edited at v1.07
else
animationRange = interval 0 1
frameRate = cmpAnim.header.frameRate
case cmpAnim.header.flavor of
(
0x0: --ANIM_FLAVOR_TIMECODED
(
for i = 1 to cmpAnim.channels.count do
(
curChn = cmpAnim.channels[i]
curObj = gmPivots[curChn.pivotID] -- test at v1.04
if curObj != undefined then
(
datumPos = hier.pivots[curChn.pivotID + 1].pos
datumRot = hier.pivots[curChn.pivotID + 1].rotation
case curChn.flags of
(
0x0000: --ANIM_CHANNEL_TIMECODED_X = 0
(
curObj.pos.controller = linear_position()
curKey = addNewKey curObj.pos.controller 0
curKey.value = datumPos
for t = 1 to curChn.timeCodesCount do
(
fNext = curChn.values[t].keyTime
vNext = curChn.values[t].keyValue
if t > 1 then
(
fPrev = curChn.values[(t - 1)].keyTime + 1
vPrev = curChn.values[(t - 1)].keyValue
)
)
else
(
fPrev = fNext
vPrev = vNext
)
)
for f = fPrev to fNext do
(
k = getKeyIndex curObj.pos.controller (f + 1)

```

```

if k == 0 then
(
  curKey = addNewKey curObj.pos.controller (f + 1)
  curKey.value = datumPos
)
else
(
  curKey = curObj.pos.controller.keys[k]
)
step = vPrev + ((vNext - vPrev) * (f - fPrev + 1) / (fNext - fPrev + 1))
curKey.value += [step, 0, 0] * (inverse datumRot)
)
)
)
0x0001: --ANIM_CHANNEL_TIMECODED_Y = 1
(
  curObj.pos.controller = linear_position()
  curKey = addNewKey curObj.pos.controller 0
  curKey.value = datumPos
  for t = 1 to curChn.timeCodesCount do
  (
    fNext = curChn.values[t].keyTime
    vNext = curChn.values[t].keyValue
    if t > 1 then
    (
      fPrev = curChn.values[(t - 1)].keyTime + 1
      vPrev = curChn.values[(t - 1)].keyValue
    )
    else
    (
      fPrev = fNext
      vPrev = vNext
    )
  for f = fPrev to fNext do
  (
    k = getKeyIndex curObj.pos.controller (f + 1)
    if k == 0 then
    (
      curKey = addNewKey curObj.pos.controller (f + 1)
      curKey.value = datumPos
    )
    else
    (
      curKey = curObj.pos.controller.keys[k]
    )
    step = vPrev + ((vNext - vPrev) * (f - fPrev + 1) / (fNext - fPrev + 1))
    curKey.value += [0, step, 0] * (inverse datumRot)
  )
)
)

```

```

)
)
0x0002: --ANIM_CHANNEL_TIMECODED_Z = 2
(
  curObj.pos.controller = linear_position()
  curKey = addNewKey curObj.pos.controller 0
  curKey.value = datumPos
  for t = 1 to curChn.timeCodesCount do
  (
    fNext = curChn.values[t].keyTime
    vNext = curChn.values[t].keyValue
    if t > 1 then
    (
      fPrev = curChn.values[(t - 1)].keyTime + 1
      vPrev = curChn.values[(t - 1)].keyValue
    )
    else
    (
      fPrev = fNext
      vPrev = vNext
    )
    for f = fPrev to fNext do
    (
      k = getKeyIndex curObj.pos.controller (f + 1)
      if k == 0 then
      (
        curKey = addNewKey curObj.pos.controller (f + 1)
        curKey.value = datumPos
      )
      else
      (
        curKey = curObj.pos.controller.keys[k]
      )
      step = vPrev + ((vNext - vPrev) * (f - fPrev + 1) / (fNext - fPrev + 1))
      curKey.value += [0, 0, step] * (inverse datumRot)
    )
  )
)
)
0x0006: --ANIM_CHANNEL_TIMECODED_Q = 6
(
  curObj.rotation.controller = linear_rotation()
  curKey = addNewKey curObj.rotation.controller 0
  curKey.value = datumRot
  for t = 1 to curChn.timeCodesCount do
  (
    f = curChn.values[t].keyTime
    curKey = addNewKey curObj.rotation.controller (f + 1)
    curKey.value = curChn.values[t].keyValue - (inverse datumRot)
  )
)

```



```

)
)
)
)
)
--for i = 1 to cmpAnim.bitchannels.count do
--(
-- curChn = cmpAnim.bitchannels[i]
-- curObj = gmPivots[curChn.pivotID] -- test at v1.04
-- if curObj != undefined then
-- (
-- case curChn.flags of
-- (
-- --0x0000: --BIT_CHANNEL_VIS = 0 // turn meshes on and off depending on anim frame.
-- 0x0001: --BIT_CHANNEL_TIMECODED_VIS = 1
-- (
-- defVal = (curChn.defaultVal > 0)
-- curObj.visibility = defVal
-- curObj.visibility.controller = On_Off()
-- curKey = addNewKey curObj.visibility.controller 0
-- curKey.selected = defVal
-- prevVal = defVal
-- byteldx = 1
-- bitldx = 1
-- for t = 1 to curChn.timeCodesCount do
-- (
-- f = curChn.values[t].time
-- curVal = bit.get (curChn.values[byteldx]) bitldx
-- if curVal != prevVal then
-- (
-- curKey = addNewKey curObj.visibility.controller (f + 1)
-- curKey.selected = curVal
-- prevVal = curVal
-- )
-- bitldx += 1
-- if bitldx > 8 then
-- (
-- byteldx += 1
-- bitldx = 1
-- )
-- )
-- )
-- )
--) --for end
)
--0x1: --ANIM_FLAVOR_ADAPTIVE_DELTA
--0x2: --ANIM_FLAVOR_VALID

```

```

)
) --if end
if pickbox != undefined then
(
  sName = pickbox.boxName
  dotPos = findString sName "."
  if (dotPos != undefined) and (dotPos < sName.count) do (sName = subString sName (dotPos +
1) -1)
  gmBox = Box name:sName pos:pickbox.center
  gmBox.width = pickbox.extent.x
  gmBox.length = pickbox.extent.y
  gmBox.height = pickbox.extent.z
  gmBox.wirecolor = pickbox.boxColor
)
)
)

```

```

macroscript ImportW3D
category: "W3D Importer"
buttontext: "Import W3D"
tooltip: "Coolfile W3D Importer"
icon:#("gMax",2)
(
  cfW3DImporter()
)

```

Subject: Re: W3d import error
 Posted by [Oblivion165](#) on Sun, 21 Oct 2007 14:02:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

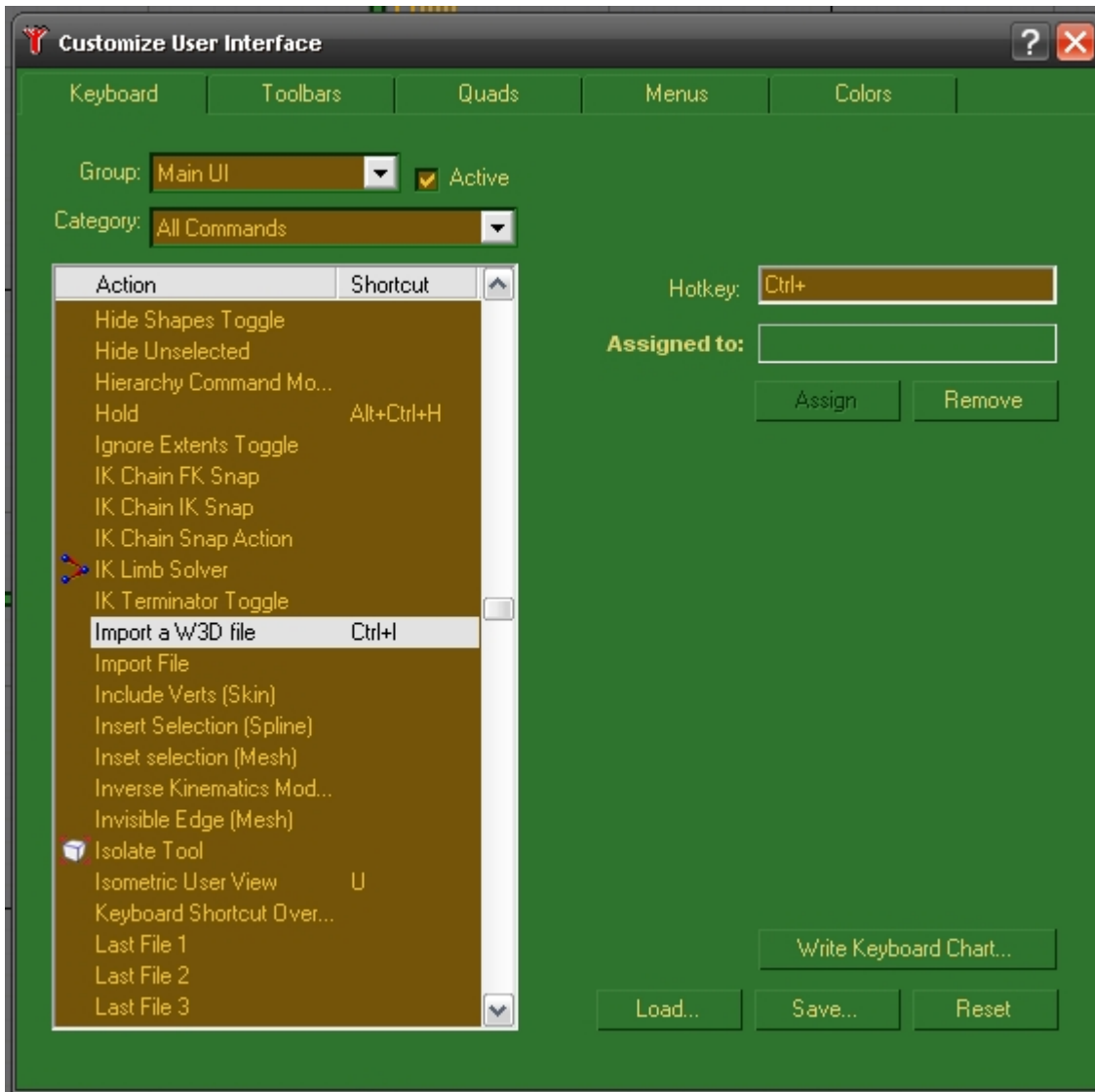
1. Make sure that it all was extracted in "Gmax\gamepacks\Westwood\RenX\"
2. Note that the importer will error or just import blob mesh for w3d's that were exported via 3dsmax w3d export.
3. Make sure you are not trying to run the script via MaxScript and are assigning it a key via Customize ~ Customize User Interface

Like so:

4. Make sure you have the version for Gmax.

File Attachments

- 1) [renx.jpg](#), downloaded 274 times



Subject: Re: W3d import error
Posted by [Gen_Blacky](#) on Sun, 21 Oct 2007 18:13:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

im use cool fires w3d importer not deans

Subject: Re: W3d import error
Posted by [Oblivion165](#) on Sun, 21 Oct 2007 18:31:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Never heard of it but are you sure its from Westwood W3d and not shockwave w3d?

Subject: Re: W3d import error
Posted by [Ethenal](#) on Sun, 21 Oct 2007 18:41:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Next time, please use spoilers to your advantage.
