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Subject: Please: can someone convert these models into \*.gmax

Posted by [rrutk](#) on Thu, 17 Apr 2008 21:52:47 GMT

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Edit: done it.

Please: can someone convert these 3 models into \*.gmax files? Source would be max and/or w3d.

My 3dsmax9 doesnt like them and my w3d-importer for gmax doesnt do his job either.

I would like to fix them.

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Subject: Re: Please: can someone convert these models into \*.gmax

Posted by [Oblivion165](#) on Fri, 18 Apr 2008 01:21:16 GMT

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Why would you be using max 9? W3D tools are only supported on Max 7 SP1 and Max 8.

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Subject: Re: Please: can someone convert these models into \*.gmax

Posted by [Jerad2142](#) on Fri, 18 Apr 2008 13:51:31 GMT

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Oblivion165 wrote on Thu, 17 April 2008 19:21 Why would you be using max 9? W3D tools are only supported on Max 7 SP1 and Max 8.

Probably like me he already bought max 9, and doesn't really want to go off and buy max 8 just to import a few models, so hopefully someone can convert those models for him so he can work on them in max 9, then export them to .3ds, import them into RenX, then export them into .w3d.

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Subject: Re: Please: can someone convert these models into \*.gmax

Posted by [rrutk](#) on Fri, 18 Apr 2008 14:11:24 GMT

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well I will see, if I could solve the problem with other software.

and i found a better working w3d-importer for gmax.

edit: max8 works. only the Su27 is such an old file (there is warning), that the texture isnt imported properly?

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Subject: Re: Please: can someone convert these models into \*.gmax

Posted by [rrutk](#) on Fri, 18 Apr 2008 15:11:45 GMT

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goddamn, it works. fixed the humvee

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Subject: Re: Please: can someone convert these models into \*.gmax

Posted by [Jerad2142](#) on Fri, 18 Apr 2008 16:05:21 GMT

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To my knowledge the texture importer part never worked quite right, as you can't edit the imported textures later, and if you export it doesn't have any textures, but its always possible that I am running an out of date importer or something.

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Subject: Re: Please: can someone convert these models into \*.gmax

Posted by [The Executor](#) on Fri, 18 Apr 2008 16:08:52 GMT

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RenX is the bomb.

PC +1

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Subject: Re: Please: can someone convert these models into \*.gmax

Posted by [Gen\\_Blacky](#) on Sat, 19 Apr 2008 02:59:00 GMT

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my importer used to import textures correctly then i got a new pc and now it dont .....

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