Subject: Conversion
Posted by Altzan on Sat, 20 Dec 2008 00:45:57 GMT
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Can someone do one of the following=

1) Convert a MAX file I have into a gmax file

2) Tell me how to do it myself (NOT including getting 3ds Max).

Thanks, guys

(the file in question is of a Tron Tank)

Subject: Re: Conversion
Posted by YazooGang on Sat, 20 Dec 2008 02:30:50 GMT
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ur lucky if u have the .3ds file, but u need 3ds max in order to import 3ds max file into gmax. PM
me the file and i will do it for u

Subject: Re: Conversion
Posted by Gen_Blacky on Sat, 20 Dec 2008 02:32:24 GMT
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export as a .w3d or as a .obj or get plugins gmax

Subject: Re: Conversion
Posted by Altzan on Sat, 20 Dec 2008 03:05:37 GMT
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File Attachments
1) TRON_TANK.rar, downloaded 191 times

Subject: Re: Conversion
Posted by samous on Sat, 20 Dec 2008 03:32:28 GMT
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are you making a tron tank like:

or what? (grounded, remeber? i can see for myself)

Subject: Re: Conversion
Posted by Altzan on Sat, 20 Dec 2008 03:44:05 GMT

I thought of trying to bone it, yes. That's basically what it is.

Subject: Re: Conversion
Posted by Reaver11 on Sat, 20 Dec 2008 10:34:50 GMT

I have converted it to gmax. You will have to re-texture parts of it but since it had basic coloring

All the turret parts are separate only the vehicles does not contain threads atm. (I guess it is a hover thingy. You can just import threads from a different tank and make them invisible)

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File Attachments
1) Tron_tankGAMX.zip, downloaded 163 times
```

Subject: Re: Conversion
Posted by Altzan on Sat, 20 Dec 2008 15:26:38 GMT

Reaver11 wrote on Sat, 20 December 2008 04:34I have converted it to gmax. You will have to re-texture parts of it but since it had basic coloring

All the turret parts are separate only the vehicles does not contain threads atm. (I guess it is a hover thingy. You can just import threads from a different tank and make them invisible)

Thanks

Subject: Re: Conversion
Posted by Reaver11 on Sat, 20 Dec 2008 17:53:02 GMT

No problem dude

If you need anything just pm

Subject: Re: Conversion
Posted by YazooGang on Sat, 20 Dec 2008 18:19:53 GMT
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3ds max users = leet/pirates
renx users = poor

Subject: Re: Conversion
Posted by Altzan on Sun, 21 Dec 2008 02:28:55 GMT
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YazooGang wrote on Sat, 20 December 2008 12:193ds max users = leet/pirates

Exactly

Subject: Re: Conversion
Posted by samous on Tue, 23 Dec 2008 18:23:09 GMT
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Altzan wrote on Sat, 20 December 2008 18:28YazooGang wrote on Sat, 20 December 2008
12:193ds max users = leet/pirates

Exactly

lol. And PM me when your finished with the modeling/boning/whatever your doing, i whant to see
it when it done.

=samous

Subject: Re: Conversion
Posted by mrÃ£Ã§Ä·z   on Tue, 23 Dec 2008 18:33:13 GMT
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YazooGang wrote on Sat, 20 December 2008 12:193ds max users = leet/pirates
renx users = poor

hi

Subject: Re: Conversion

Posted by samous on Tue, 23 Dec 2008 18:45:20 GMT

madrackz wrote on Tue, 23 December 2008 10:33YazooGang wrote on Sat, 20 December 2008 12:193ds max users = leet/pirates
renx users = poor

hi

hi? and what are your hi-ing?