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Subject: can anyone export me a OBJ file of a renegade MP structure?

Posted by [UnitXc](#) on Mon, 29 Apr 2013 18:44:20 GMT

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uh hey, im wondering if anyone would be able to somehow get me an export of one of the buildings, (preferably the refinery or WF) as an OBJ file?

i cant find a w3d importer for Maya 2011

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Subject: Re: can anyone export me a OBJ file of a renegade MP structure?

Posted by [Gen\\_Blacky](#) on Tue, 30 Apr 2013 01:28:30 GMT

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import the w3d model into 3ds max 8 and export as obj or better yet load the existing building 3ds max file and export them as obj.

if you don't have any of these things let me know.

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Subject: Re: can anyone export me a OBJ file of a renegade MP structure?

Posted by [UnitXc](#) on Tue, 30 Apr 2013 20:30:58 GMT

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i know about all those things, i dont have any of them, i dont model in max, i did once upon a time, but the transistion of moving from 4 years on max, to using maya full time was just so hard im not going back to max.

i just need an obj file for the time being.

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Subject: Re: can anyone export me a OBJ file of a renegade MP structure?

Posted by [UnitXc](#) on Tue, 04 Jun 2013 09:51:18 GMT

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can i please get some help with this....

i only need them for scale, or if anyone knows how big they are and what unit of measurement renegade uses when compared to a 3d program then i can make boxes to represent the desired objects

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Subject: Re: can anyone export me a OBJ file of a renegade MP structure?

Posted by [danpaul88](#) on Tue, 04 Jun 2013 13:23:31 GMT

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Infantry are roughly 0.8 x 0.8 x 1.8 meters

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Subject: Re: can anyone export me a OBJ file of a renegade MP structure?

Posted by [Omar007](#) on Tue, 04 Jun 2013 13:38:09 GMT

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I was about to tell him to use a box of 1x1x2.

I guess I've just been lazy

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