Subject: New versions of the w3d import script and export plugin available
Posted by jonwil on Sat, 11 May 2013 03:50:59 GMT

You can download it from http://www.cncmods.net/files/w3dimport.zip

To use it, just unzip into your 3ds max 8 folder. You need 3ds max 8 Service Pack 3 installed. And no, there will NOT be a GMAX version of this stuff so dont ask.

If you have a previous version of the importer installed you need to look for (and delete) the w3d-importer.mse file if it exists.

The "source" folder contains the source code to the w3dms.dlx plugin.

It also includes the dds fix for max8 to make dds files work properly.

The export plugin is the same one I released previously.

The following changes have been made to the export plugin as distributed with the last release of the BFME2 Mod SDK:
enable Specular To Diffuse checkbox on material editor vertex materials tab
enable Translucency edit box on material editor vertex materials tab
enable Secondary Gradient drop-down on material editor shaders tab
enable Publish button on material editor textures tab
enable Frames edit on material editor textures tab
enable Rate edit on material editor textures tab
enable Animation Type drop-down on material editor textures tab
enable Pass Hint dropdown on material editor textures tab
enable Alpha Bitmap button on material editor textures tab
enable Null (LOD) radio button on geometry options box
enable Shatter checkbox on geometry options options box
enable collision options box (and the physical, projectile, vehicle, vis and camera checkboxes inside it)
enable damage region edit box on object export options box
enable phys, proj and vis buttons on select by W3D type box
add support so that dazzles are correctly exported
add support for some things related to smooth skinning (a feature that's comming in the next scripts build for Renegade, mod teams already have it)
add support for some things related to export of tangent/binormal data (needed for certain shader effects and will be supported in a future scripts build)
Renamed the old (and useless) npatch checkbox so that it toggles whether to export tangent/binormal data.

As for the importer, the following changes have been made since the last public release:

Correctly set "Export Geometry" on proxies.

Correctly import UVs, vertex colors and materials (lots of fixes in this area, too many to list)

Make the importer no longer read from the old gamepacks\blah folder (a remnant from when the importer was a gmax script)

Automatically tick the "vertex colors" checkbox for vertexes that need it ticked.

Fix a crash issue with animation importing.

Fix positioning of the importer dialog boxes if you have more than one monitor.

Fix so that skinned meshes import correctly.

Not all animations correctly import at this point but I am working on it.

Things the importer wont be able to import properly due to limitations in 3ds max, the w3d file format and w3d:

Multimaterials.

Objects set to NULL (LOD)

There is a mis-named mesh in the Renegade GDI Medium Tank that causes that particular vehicle to crash when you try to import it. Its not fixable in the importer, the w3d file is just incorrect.

Please let me know of any meshes that don't properly import or any other missing features or things I should add (that haven't already been covered above)

Subject: Re: New versions of the w3d import script and export plugin available
Posted by Jerad2142 on Sat, 11 May 2013 22:08:20 GMT
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I think you should make a Gmax version of it beings you can't legally get 3ds max 8 anymore.

I was actually coming on here to post this file to ask if anyone could get it to import (I think it was exported with max 8, a lot of Rp2 files were and they don't import).

And now it looks like a new importer was released that I can't test this on, so if someone could see if this new importer imports it that'd be great I guess.

File Attachments
1) moohlaM.W3D, downloaded 153 times

Subject: Re: New versions of the w3d import script and export plugin available
Posted by jonwil on Sun, 12 May 2013 01:00:30 GMT
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I already said there will NOT be a GMAX version of this.
As for that W3D file, it doesn't import right now due to animation issues but that will be sorted
when I finish rewriting the animation code.

Subject: Re: New versions of the w3d import script and export plugin available
Posted by Jerad2142 on Sun, 12 May 2013 01:08:59 GMT
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jonwil wrote on Sat, 11 May 2013 19:00I already said there will NOT be a GMAX version of this.
As for that W3D file, it doesn't import right now due to animation issues but that will be sorted
when I finish rewriting the animation code.

I know you already said that, but does it really do us any good if the few people still modding
renegade can't legally acquire the program that your making these updates for? I legally own Max
2012, and I have looked, you can't buy max 8 it simply isn't offered.

But good to hear the animation issue will be sorted out.

Subject: Re: New versions of the w3d import script and export plugin available
Posted by Omar007 on Sun, 12 May 2013 01:17:36 GMT
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Can't you download the trial and upgrade that to the complete version? (or bypass the trial ofc).

All I know is that the service packs are still available for download.

EDIT: http://usa.autodesk.com/adsk/servlet/ps/dl/item?siteID=123112&id=7176150&amp
;linkID=9241178

Subject: Re: New versions of the w3d import script and export plugin available
Posted by jonwil on Sun, 12 May 2013 01:19:01 GMT
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Due to how GMAX works (and the fact that writing custom C++ code for it is impossible) its just
not possible to produce a better importer for GMAX.

Subject: Re: New versions of the w3d import script and export plugin available
Posted by Generalcamo on Sun, 12 May 2013 01:32:46 GMT
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I seem to be getting errors with the code, but that might be due to the fact I am using a virtual PC.

Subject: Re: New versions of the w3d import script and export plugin available
Posted by Jerad2142 on Sat, 22 Jun 2013 18:04:48 GMT
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jonwil wrote on Sat, 11 May 2013 19:19Due to how GMAX works (and the fact that writing custom C++ code for it is impossible) its just not possible to produce a better importer for GMAX.

See, that's a reason I can understand, I don't blame you for not wanting to work against greater limitations for something that only a small part of the community still uses.

Subject: Re: New versions of the w3d import script and export plugin available
Posted by UnitXc on Sat, 10 Aug 2013 09:06:01 GMT
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how do you get service pack 3 for this program? i have max 8 but cant find sp3

Subject: Re: New versions of the w3d import script and export plugin available
Posted by Omar007 on Sat, 10 Aug 2013 11:44:46 GMT
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Omar007 wrote on Sun, 12 May 2013 03:17All I know is that the service packs are still available for download.

EDIT: http://usa.autodesk.com/adsk/servlet/ps/dl/item?siteID=123112&id=7176150&amp ;amp ;linkID=9241178
I guess reading is hard :/

Subject: Re: New versions of the w3d import script and export plugin available
Posted by UnitXc on Tue, 20 Aug 2013 15:50:49 GMT
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sorry, thanks.

how do i import a W3d file using this stuff? :S it doesnt show up in the import menu in max.

Subject: Re: New versions of the w3d import script and export plugin available
Posted by NACHO-ARG on Tue, 20 Aug 2013 20:54:51 GMT
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 go to customize/user interface/category/w3d importer/import a w3d file, and assing a hotkey to it,
i belive that is all.

Subject: Re: New versions of the w3d import script and export plugin available
Posted by UnitXc on Thu, 22 Aug 2013 12:01:23 GMT
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thank you nacho

Subject: Re: New versions of the w3d import script and export plugin available
Posted by trunkskgb on Mon, 18 Nov 2013 23:47:34 GMT
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I cannot get mine to work. I installed SP3. I downloaded Jonwil's zip file, and extracted all the
folders within into my directory. After reading the other post,I tried but I keep getting errors.

When I launch 3ds I get an initialization error with the Max2w3d.dle

I'm new to 3ds max, so I'm not sure "which" questions I should ask.

Basically, I just want to use this to make maps, and so far I cannot set the collision settings on my
objects. I'm sure this tool adds way more than that though.

Can anyone elaborate a bit more?

Thank you

Subject: Re: New versions of the w3d import script and export plugin available
Posted by roszek on Wed, 20 Nov 2013 10:00:48 GMT
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trunkskgb wrote on Mon, 18 November 2013 16:47When I launch 3ds I get an initialization error
with the Max2w3d.dle

Reinstall directx dl here

Subject: Re: New versions of the w3d import script and export plugin available
Posted by trunkskgb on Sun, 24 Nov 2013 16:27:45 GMT
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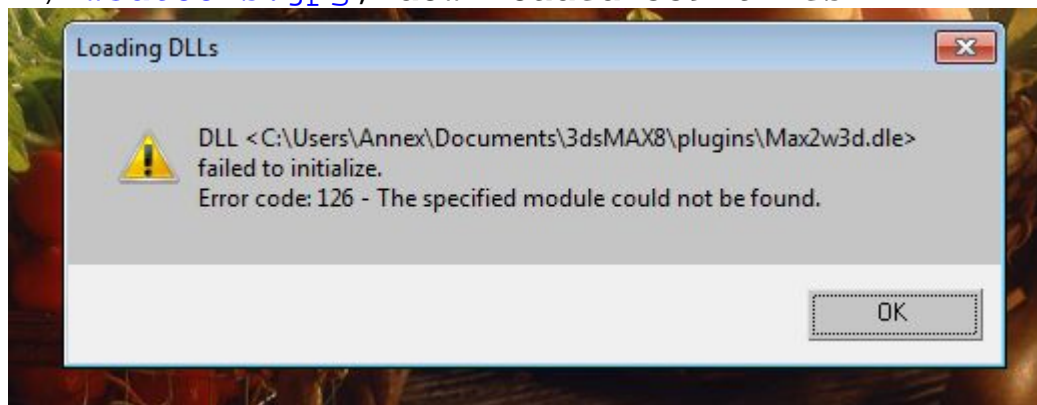
Still no luck.
Attached is the error I'm getting.

Still no luck.

File Attachments
1) w3dtools.jpg, downloaded 559 times

Subject: Re: New versions of the w3d import script and export plugin available
Posted by jonwil on Tue, 31 Dec 2013 10:10:07 GMT
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Just wanted to let everyone know that I will hopefully resume working on this sometime soon (specifically the animation stuff)

If anyone has any w3d files that wont correctly import for reasons OTHER than multimaterial meshes, please let me know so I can investigate. Yes that includes files where the animation wont properly import.

Bonus points if someone can show me a file where they have an original source file which when exported to w3d and imported back into max will not correctly import the animation. (as having a source file will make it easier to get the animation to work properly)

"Wont correctly import" does include models where manual steps are required after the model is imported (in that case please specify the manual steps required so I can figure out if its possible to make the importer do that somehow)

I am not promising anything, just saying that I may have some time to work on this in the near future.