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Subject: Converting w3d files to other file formats?  
Posted by [reborn](#) on Wed, 01 Jan 2014 10:46:45 GMT  
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Is it possible to convert animated .w3d files to other file formats easily?

Ideally, .x format.

For static objects, is it possible to easily convert them to .x, .obj, .3ds or any other format that's commonly used?

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Subject: Re: Converting w3d files to other file formats?  
Posted by [sla.ro\(master\)](#) on Wed, 01 Jan 2014 14:45:54 GMT  
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right now, no, I don't know any type of converting for that, you need to reverse engineer.

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Subject: Re: Converting w3d files to other file formats?  
Posted by [reborn](#) on Wed, 01 Jan 2014 16:29:04 GMT  
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[sla.ro\(master\)](#) wrote on Wed, 01 January 2014 09:45: right now, no, I don't know any type of converting for that, you need to reverse engineer.

So you can't even open the w3d file in say GMAX or something, and then export it so another program can open it? Darn!

Thank you for the reply.

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Subject: Re: Converting w3d files to other file formats?  
Posted by [Omar007](#) on Wed, 01 Jan 2014 16:54:53 GMT  
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Import the W3D file (assuming it imports correctly/completely) into 3DSMax, then export using 3DSMax to the DirectX format.

You can download the DirectX plugin here:

[http://www.andytather.co.uk/panda/directxmax\\_downloads.aspx](http://www.andytather.co.uk/panda/directxmax_downloads.aspx)

Latest W3D importer atm: <http://www.cncmods.net/files/w3dimport.zip>

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Subject: Re: Converting w3d files to other file formats?  
Posted by [sla.ro\(master\)](#) on Wed, 01 Jan 2014 22:35:41 GMT

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Omar007 wrote on Wed, 01 January 2014 18:54 Import the W3D file (assuming it imports correctly/completely) into 3DSMax, then export using 3DSMax to the DirectX format.

You can download the DirectX plugin here:

[http://www.andytather.co.uk/panda/directxmax\\_downloads.aspx](http://www.andytather.co.uk/panda/directxmax_downloads.aspx)

Latest W3D importer atm: <http://www.cncmods.net/files/w3dimport.zip>

he probably wants the animation too. With that you can only extract W3D file without animation.

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Subject: Re: Converting w3d files to other file formats?

Posted by [Omar007](#) on Thu, 02 Jan 2014 02:22:17 GMT

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reborn wrote on Wed, 01 January 2014 11:46 For static objects, is it possible to easily convert them to .x, .obj, .3ds or any other format that's commonly used?

This allows him to do just that.

Animations is just not possible atm as the W3D importer does not work with animated W3Ds yet.

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Subject: Re: Converting w3d files to other file formats?

Posted by [reborn](#) on Thu, 02 Jan 2014 08:46:17 GMT

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Thank you very much Omar and sla.ro(master).

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Subject: Re: Converting w3d files to other file formats?

Posted by [jonwil](#) on Thu, 02 Jan 2014 10:01:33 GMT

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Omar007 wrote on Thu, 02 January 2014 10:22 reborn wrote on Wed, 01 January 2014 11:46 For static objects, is it possible to easily convert them to .x, .obj, .3ds or any other format that's commonly used?

This allows him to do just that.

Animations is just not possible atm as the W3D importer does not work with animated W3Ds yet. Ummm, I can confirm that the importer DOES do animations. What I cant gaurantee is that it will import every single animation correctly (hence my request for files where it does not import the animation correctly)

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Subject: Re: Converting w3d files to other file formats?  
Posted by [Omar007](#) on Thu, 02 Jan 2014 12:19:13 GMT  
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It does?

I must have missed something (been a while since I used any of this stuff ). I thought animations where still mostly broken. Good to know that is not the case!

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