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Subject: Gmax>3ds  
Posted by [maytridy](#) on Sat, 31 May 2003 20:43:13 GMT  
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Is there any way to get a Gmax\Renx file into 3ds max?

Is there an importer somewhere?

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Subject: Gmax>3ds  
Posted by [Sir Phoenixx](#) on Sat, 31 May 2003 20:50:17 GMT  
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Yes

No

(I'd tell you how but that's not what you asked... )

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Subject: Gmax>3ds  
Posted by [maytridy](#) on Sat, 31 May 2003 20:54:10 GMT  
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Quote:(I'd tell you how but that's not what you asked... )

Hehe.

How do I get a Gmax\Renx file into 3ds max?

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Subject: Gmax>3ds  
Posted by [Sir Phoenixx](#) on Sat, 31 May 2003 21:29:07 GMT  
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Get the Quake 3 tempest gamepack from Discreet.

Open up the .gmax in there (it will give you an error about a missing w3d file or something, just hit ok)

export to .md3 (Quake 3 Model file)

get a program that can import/open .md3 and can export to .3ds (like milkshape, or lithunwrap, or unwrap3d, etc. Just search for Quake3 .md3 converters.)

open/import the .md3 in that program, export to .3ds.

Import that .3ds file into 3dsmax.

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Subject: Gmax>3ds

Posted by [blaxsaw](#) on Sat, 31 May 2003 21:42:10 GMT

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you dont actually need the full gmax tempest game pack to do this. All you need is the md3 exporter which can be downloaded seperately  
here:[http://www.worldzone.net/games/azrael\\_dark/PROJECT\\_ZERO/GMAX.html](http://www.worldzone.net/games/azrael_dark/PROJECT_ZERO/GMAX.html)

insert it into gmax/stdplugins

This way you should be able to export to md3 straight from renx just like using the w3d exporter.  
3d exploration can be used to convert md3 files to .3ds

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Subject: Gmax>3ds

Posted by [Skier222](#) on Sat, 31 May 2003 22:11:39 GMT

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is what ur talking about on that website "2. MD3 EXPORT\IMPORT FOR GMAX"? if it is the link for it is broken. Can u send me or Maytridy the exporter we really need it.

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Subject: Gmax>3ds

Posted by [maytridy](#) on Sun, 01 Jun 2003 03:00:23 GMT

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Where can I get the Quake 3 tempest gamepack??

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Subject: Gmax>3ds

Posted by [Sir Phoenixx](#) on Sun, 01 Jun 2003 03:02:55 GMT

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<http://www.discreet.com>, look for Gmax under Products, Download, it's in there somewhere.

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Subject: Gmax>3ds

Posted by [Havoc 89](#) on Sun, 01 Jun 2003 03:32:34 GMT

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EZer way.. thats to Genocide... and the creator of W3d Importer. ok copy that importer into the script/startup in gmax and 3ds Max. That use gmax and export to w3d than, run 3ds Max and run the script and import

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Subject: Gmax>3ds

Posted by [CNCWarpath](#) on Sun, 01 Jun 2003 10:24:46 GMT

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His right

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Subject: Gmax>3ds

Posted by [JRPereira](#) on Sun, 01 Jun 2003 11:20:49 GMT

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Is the w3d importer still being updated? When I had to try to recover haunted house 2 earlier (gmax file went buggy, ended up having to recover from an older backup), I noticed it doesn't support multi-pass materials and multi-material meshes (at least in the version that I have, I don't know where to check for new versions).

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Subject: Gmax>3ds

Posted by [Sir Phoenixx](#) on Sun, 01 Jun 2003 11:44:55 GMT

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Havoc 89EZer way.. thats to Genocide... and the creator of W3d Importer. ok copy that importer into the script/startup in gmax and 3ds Max. That use gmax and export to w3d than, run 3ds Max and run the script and import

Do you have the link to this importer?

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Subject: Gmax>3ds

Posted by [maytridy](#) on Sun, 01 Jun 2003 13:00:16 GMT

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Quote:

Do you have the link to this importer?

I would like a link too.

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