
Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [spreegem](#) on Tue, 01 Jul 2003 02:10:43 GMT
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Where would I find a G-Max to 3DS Max Importer/Exporter?

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [maytridy](#) on Tue, 01 Jul 2003 02:18:20 GMT
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You need the Quake Gamepack. It's on the Discreet website. Once you get it, you can export as .MD3 (from Gmax) and import it into 3ds.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Skier222](#) on Tue, 01 Jul 2003 02:21:30 GMT
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almost there Maytridy, u need to get Milkshape. at like: <http://www.download.com>.

When u get it, u import as .md3 then export as .3ds

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [maytridy](#) on Tue, 01 Jul 2003 02:43:53 GMT
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Damn. Hehe. Didn't know you needed Milkshape.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Skier222](#) on Tue, 01 Jul 2003 03:06:04 GMT
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that reminds me. i have to seen how much time i got left. opening..... Ah SHIT, 2 days left, nooooooooooooo. does any1 know any other programs that i can use?

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [spreegem](#) on Tue, 01 Jul 2003 03:16:49 GMT
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How much time you have left for what??

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Skier222](#) on Tue, 01 Jul 2003 03:22:23 GMT
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its a trail program, u only get like 30 or 45 days (i forget)

So i need a new program to use

any1?

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [spreegem](#) on Tue, 01 Jul 2003 03:23:14 GMT
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ohhh

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [boma57](#) on Tue, 01 Jul 2003 03:31:12 GMT
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If you have the .w3d importer, it works in 3DSMax too. Therefore, you can export as .w3d from GMax, then import it into 3DSMax.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Sir Phoenixx](#) on Tue, 01 Jul 2003 13:34:06 GMT
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TaximesIf you have the .w3d importer, it works in 3DSMax too. Therefore, you can export as .w3d from GMax, then import it into 3DSMax.

link?

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [maytridy](#) on Tue, 01 Jul 2003 15:44:09 GMT
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Quote:If you have the .w3d importer, it works in 3DSMax too. Therefore, you can export as .w3d from GMax, then import it into 3DSMax.

I don't think you can do that. If you can, and you have done it, I also want a link.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [blaxsaw](#) on Tue, 01 Jul 2003 17:07:54 GMT
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Heres a program i use:

<http://www.righthemisphere.com/products/dexp/index.htm>

it can import md3 files can export them to 3ds.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [spreegem](#) on Tue, 01 Jul 2003 18:26:18 GMT
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I can't find where on the Discreet website, to download the Quake game pack.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Dante](#) on Wed, 02 Jul 2003 00:39:31 GMT
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yes, the w3d importer does work in 3ds, and you can export the w3d from gmax to 3ds max

<http://www.renevo.com/Downloads/>

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [spreegem](#) on Wed, 02 Jul 2003 00:44:48 GMT
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Cool thx.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Skier222](#) on Wed, 02 Jul 2003 00:56:31 GMT
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thanks dante, that helps a lot

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Skier222](#) on Wed, 02 Jul 2003 01:07:46 GMT
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wait, it says put in ur gmax folders. Should i put them in the 3ds folders, to import into 3ds?

Subject: G-Max to 3DS Max Importer/Exporter?

Posted by [Sir Phoenixx](#) on Wed, 02 Jul 2003 01:42:52 GMT

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Skier222wait, it says put in ur gmax folders. Should i put them in the 3ds folders, to import into 3ds?

Duh!

(Remember, Gmax IS 3dsmax, but dumbed down somewhat.)

Subject: G-Max to 3DS Max Importer/Exporter?

Posted by [Skier222](#) on Wed, 02 Jul 2003 01:44:50 GMT

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ok, i put them in the folders in 3ds. but yet when i click import i can not import a .w3d

Subject: G-Max to 3DS Max Importer/Exporter?

Posted by [spreegem](#) on Wed, 02 Jul 2003 02:37:14 GMT

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Where do I get the quake gamepack at?? I know the discreet website, but I don't see it, I will try and find it though.

Subject: G-Max to 3DS Max Importer/Exporter?

Posted by [maytridy](#) on Wed, 02 Jul 2003 02:42:13 GMT

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We now found out that you don't need the gamepack. Read the posts above. :rolleyes:

Subject: G-Max to 3DS Max Importer/Exporter?

Posted by [Sir Phoenixx](#) on Wed, 02 Jul 2003 12:17:39 GMT

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spreegemWhere do I get the quake gamepack at?? I know the discreet website, but I don't see it, I will try and find it though.

Wait, what has everyone been saying in this post? Using the w3d import/export plugin will be

easier/quicker than exporting it with the quake gamepack in .md3, importing it into another program, exporting it in .3ds and importing that into 3dsmax. With the w3d plugin all you have to do is export it once, in .w3d then you can import it into 3dsmax...

But if you really want to do it the hard way...

You can get Tempest (the Quake 3 Arena gamepack) by going to <http://www.discreet.com>, in the gmax section, goin to downloads, and it's somewhere in the middle-bottom of that page.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [spreegem](#) on Wed, 02 Jul 2003 15:07:21 GMT
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I don't know where to get the w3d importer exporter, but I know where to get the viewer, but I can't get the w3d viewer to work, I keep getting a message that says that it needs to close.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [maytridy](#) on Wed, 02 Jul 2003 16:22:34 GMT
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Quote:Wait, what has everyone been saying in this post? Using the w3d import/export plugin will be easier/quicker than exporting it with the quake gamepack in .md3, importing it into another program, exporting it in .3ds and importing that into 3dsmax. With the w3d plugin all you have to do is export it once, in .w3d then you can import it into 3dsmax...

We said to use the gamepack before we found out the importer worked.

Spreegem, just use the importer. The link is in the posts above.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [spreegem](#) on Wed, 02 Jul 2003 18:30:54 GMT
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I can't find the .exe for the impoter/exporter, after I install it, where is it at?????

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Sir Phoenixx](#) on Wed, 02 Jul 2003 18:46:47 GMT
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spreegemI can't find the .exe for the impoter/exporter, after I install it, where is it at?????

Download the W3DImporter.zip, unzip it, copy/paste the folders/files into your base 3dsmax dir, click yes. Done. It's a 3dsmax plugin, you use it from inside of 3dsmax, there is no exe.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Skier222](#) on Wed, 02 Jul 2003 19:26:09 GMT
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i dont know how it works, Sir Phoenixx how do i get it to work.
i need directions.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [spreegem](#) on Wed, 02 Jul 2003 20:39:06 GMT
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ohhhh
ok but same question as skier

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Skier222](#) on Fri, 04 Jul 2003 19:37:05 GMT
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i still cant get it to work, does any1 know how to import the .w3d file in 3ds max?

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [spreegem](#) on Fri, 04 Jul 2003 21:20:27 GMT
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I also can't get it to work.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Sir Phoenixx](#) on Fri, 04 Jul 2003 23:10:46 GMT
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After placing the folders/files in their correct locations, you start 3dsmax, and there is supposedly a button somewhere that you click and get a dialog, find the file to import and import...

I've got the files in the correct places, started my 3dsmax, as soon as it got done loading, it gave me an error that said there was something wrong with the function (or whatever it was) "setapptitle" in the scripts file (.mse in the scripts/startup folder). I then got the w3dimporter2.zip thing and put the .mse from that in it's place and it didn't fix it.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [spreegem](#) on Fri, 04 Jul 2003 23:26:46 GMT
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O don't think the w3D importer works for us I I gonna use The Quake Game Pack, and Milkshape.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Sir Phoenixx](#) on Sat, 05 Jul 2003 02:15:41 GMT
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spreegemO don't think the w3D importer works for us I I gonna use The Quake Game Pack, and Milkshape.

No, it works..

You just have to emulate the Gmax folders...

Skier222i figured it out, i got that same message as you did.
so i just made up those folders and put that file in that folder
it goes:
C:\3dsmax5\gamepacks\Westwood\RenX\RenX-WME\Plugins
then put the "W3D-Importer.ini" file in the plugins folder

u must make up the "gamepacks","westwood","Renx","RenX-WME" and "Plugins" folders.

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [spreegem](#) on Sat, 05 Jul 2003 17:54:22 GMT
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Sir PhoenixxspreegemO don't think the w3D importer works for us I I gonna use The Quake Game Pack, and Milkshape.

No, it works..

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Skier222i figured it out, i got that same message as you did.
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then put the "W3D-Importer.ini" file in the plugins folder

u must make up the "gamepacks","westwood","Renx","RenX-WME" and "Plugins" folders.

Do you out it in the G-Max folders, or in the 3DS Max folders like Skier said??

Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Skier222](#) on Sun, 06 Jul 2003 14:23:52 GMT
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u copy the "gampacks" fodler out of ur Gmax folder and paste it in the 3dsmax folder.

The u add the fodler called "RenX-WME" in the "C:\3dsmax5\gamepacks\Westwood\RenX\" folder then add a subfolder off the "RenX-WME" folder called "Plugins" then in the Plugins folder put the "W3D-Importer.ini" file in there, and it should work.
