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Subject: 3DS Max materials -> Gmax

Posted by [IRON FART](#) on Mon, 10 Nov 2003 00:02:14 GMT

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How can I make Materials and maps from 3ds Max work on gmax without gmax saying "unrecognized object?"

And also how can I change:

.max -> .gmax

.max -> .w3d

And Will The spacewarps and lighting etc work in renegade? In the .w3d formats?

Adavanze said it would work fine when I asked at cncammo.com, but I'm getting doubts again.....

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Subject: 3DS Max materials -> Gmax

Posted by [PsycoArmy](#) on Mon, 10 Nov 2003 07:05:46 GMT

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You can Import .3ds with gmax, and you can export as .w3d with ren-x

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