Subject: 3ds max 6
Posted by Sn1per XL on Fri, 27 Feb 2004 23:49:24 GMT
View Forum Message <> Reply to Message

Is there anyway i can get a .w3d model into 3ds max 6? I tried using that plugin for Gmax but it did not work.

Subject: 3ds max 6
Posted by IRON FART on Sat, 28 Feb 2004 00:19:03 GMT
View Forum Message <> Reply to Message

The .w3d to .gmax plugin for gmax does work. You may have just used it wrong. Once you have something in .gmax yo can probably import that .gmax file into max from within 3dsmax 6.

Subject: 3ds max 6
Posted by Sn1per XL on Sat, 28 Feb 2004 00:26:54 GMT
View Forum Message <> Reply to Message

No Gmax cant export .3ds files or anything that MAX can open.

Subject: 3ds max 6
Posted by htmlgod on Sat, 28 Feb 2004 00:31:47 GMT
View Forum Message <> Reply to Message

Quote:probably import that .gmax file into max from within 3dsmax 6.

lolollololololololool roflmao.

 N-O-O-B

Subject: 3ds max 6
Posted by --oo00o00oo-- on Sat, 28 Feb 2004 01:16:31 GMT
View Forum Message <> Reply to Message

go to renhelp and the the w3d importer for 3dsmax

Subject: 3ds max 6
Posted by Sn1per XL on Sat, 28 Feb 2004 02:06:52 GMT
View Forum Message <> Reply to Message

i tried it for 3ds max 6 and it did not work.....

Subject: 3ds max 6
Posted by IRON FART on Sat, 28 Feb 2004 02:22:53 GMT
View Forum Message <> Reply to Message

htmlgodQuote:probably import that .gmax file into max from within 3dsmax 6.

lolollolololololool roflmao.

 N-O-O-B
I'm sorry, you must be retarded.
Open max -> Import a .gmax file -> Thats all there is to it -> N-O-O-B
And I say probably because I know It works on 5.5 (I have done it with ease) but I have never
tried 6, and I know too that max 6 has some major changes.

Subject: 3ds max 6
Posted by maytridy on Sat, 28 Feb 2004 03:34:02 GMT
View Forum Message <> Reply to Message

IRON-FARThtmlgodQuote:probably import that .gmax file into max from within 3dsmax 6.

lolollolololololool roflmao.

 N-O-O-B
I'm sorry, you must be retarded.
Open max -> Import a .gmax file -> Thats all there is to it -> N-O-O-B
And I say probably because I know It works on 5.5 (I have done it with ease) but I have never
tried 6, and I know too that max 6 has some major changes.

That doesn't work in 3ds max 6.

Subject: 3ds max 6
Posted by Sn1per XL on Sat, 28 Feb 2004 04:15:24 GMT
View Forum Message <> Reply to Message

that doesnt work with any MAX.

Subject: 3ds max 6
Posted by maytridy on Sat, 28 Feb 2004 04:18:27 GMT
View Forum Message <> Reply to Message

I didn't think so.

Subject: 3ds max 6
Posted by Genocide on Sat, 28 Feb 2004 05:31:01 GMT
View Forum Message <> Reply to Message

Well another good way would be this:

.Download My MD3 Importer/Exporter at: http://tgnetwk.com/~gen0cide/MD3IMPEXP.zip

.Extract file to your Gmax (Yes Gmax Not RenX , Normally C:\gmax\plugins) plugins folder.

.Export your model to .md3

.Download Milkshape 3D , (http://www.swissquake.ch/chumbalum-soft/files/ms3d170.zip) ,
Import the MD3 Model and export to .3ds

.Import the .3ds file into Max.

And kappof!

Subject: 3ds max 6
Posted by Infinint on Sat, 28 Feb 2004 07:11:01 GMT
View Forum Message <> Reply to Message

Use the MAX 5 W3D import plug-in in 3DS MAX 5 then export to use in MAX 6.