Subject: Updated W3D importer for Max
Posted by sloth4urluv on Fri, 23 Dec 2005 03:00:12 GMT
View Forum Message <> Reply to Message

An updated version of the W3D importer
Fixes include:
-Proper importation of Renegade materials.
-Objects that used the same material in Renx will now use the same material in max.
-Imported Materials are automaticaly imported to the material editor.

Future fixes include:
-Animations.
-Other Various tweaks.

Script Originaly created by Seagle
Edited by Me

Hope this helps anybody

File Attachments
1) W3D_CC-imp-V1.16.zip, downloaded 2500 times

Subject: Re: Updated W3D importer for Max
Posted by danpaul88 on Fri, 23 Dec 2005 16:23:02 GMT
View Forum Message <> Reply to Message

Is this for 3DS Max or Gmax?

If it's for 3DS Max I never even knew there was a W3D importer available for it... I always used
.3ds as a go-between format

Subject: Re: Updated W3D importer for Max
Posted by sloth4urluv on Fri, 23 Dec 2005 20:28:53 GMT
View Forum Message <> Reply to Message

its for max, you cant save to 3ds in gmax

Subject: Re: Updated W3D importer for Max
Posted by danpaul88 on Sat, 24 Dec 2005 13:08:35 GMT
View Forum Message <> Reply to Message

You can import from it though, with the right tools. Great program though, finally I can get things
from gmax back to max

Subject: Re: Updated W3D importer for Max
Posted by Dave on Wed, 17 May 2006 09:13:13 GMT
View Forum Message <> Reply to Message

Oke where 2 place that file ?!

Subject: Re: Updated W3D importer for Max
Posted by LR01 on Tue, 23 May 2006 13:24:13 GMT
View Forum Message <> Reply to Message

Yea, where to place it?

Subject: Re: Updated W3D importer for Max
Posted by Naamloos on Tue, 23 May 2006 19:02:12 GMT
View Forum Message <> Reply to Message

It would be nice if someone fixed the W3D importer for Gmax/RenX that way... It's annoying to
re-texture everything when extracting something from a W3D file.

Subject: Re: Updated W3D importer for Max
Posted by LR01 on Mon, 29 May 2006 16:49:02 GMT
View Forum Message <> Reply to Message

I found it out
maybay late
if sombody is still intrested, but
the file on top is a renx script, you need to open the script
I dont think it matter where you place, if you can find it.
If you are in renx, click on the toolbutton(hammer) then on MAXscript then Run script, find the file
W3D_CC-imp-V1.16 (where ever you placed it) run it, then you can scroll down and simply click
on Load W3D object
It slould work now

Subject: Re: Updated W3D importer for Max
Posted by N1warhead on Tue, 13 Jun 2006 15:38:41 GMT
View Forum Message <> Reply to Message

ok i no this thread is really old, but ummm why would u want to Import a W3d to 3ds max when u
cant even Export the W3ds from max to Gmax/Ren-x sooo umm wut would be the point if i may
ask LOL

Subject: Re: Updated W3D importer for Max
Posted by OWA on Tue, 13 Jun 2006 16:48:02 GMT
View Forum Message <> Reply to Message

I think there is a max-w3d exporter but you have to pay for it. I think

---

Subject: Re: Updated W3D importer for Max
Posted by JeepRubi on Wed, 14 Jun 2006 11:47:46 GMT
View Forum Message <> Reply to Message

Import it to 3ds, do what you want, export it to ren X, export it to w3d.

You want it so you can do that.

Subject: Re: Updated W3D importer for Max
Posted by Sir Kane on Sun, 18 Jun 2006 23:38:11 GMT
View Forum Message <> Reply to Message

one winged angel wrote on Tue, 13 June 2006 11:48I think there is a max-w3d exporter but you have to pay for it. I think
That's shockwave3d as far as I know.

Subject: Re: Updated W3D importer for Max
Posted by Halo38 on Mon, 31 Jul 2006 15:48:43 GMT
View Forum Message <> Reply to Message

I completly missed this! just want to say thanks for this great piece of kit!

Subject: Re: Updated W3D importer for Max
Posted by Renardin6 on Wed, 02 Aug 2006 07:56:44 GMT
View Forum Message <> Reply to Message

Yo Halo, we need maps for the game convention, anything you would share? If you could edit your map with the temple with nod symbols... Maybe our team could add lightmaps after to it.

To all mappers : We need map asap!

Subject: Re: Updated W3D importer for Max
Posted by Halo38 on Wed, 02 Aug 2006 12:57:18 GMT
View Forum Message <> Reply to Message

Hey renardin

I've replied to PMs from various people on your team about using that map but I've had no response, sure it's ok for you to use Ancients if you want adding light maps what ever you want.

I'm not sure how you want me to edit it to fit reborn, maybe it would be easier for me to just give you the files and you do what you need too

Whats this game convention you mentioned all about?

Subject: Re: Updated W3D importer for Max
Posted by WNxCABAL on Tue, 26 Sep 2006 20:21:39 GMT
View Forum Message <> Reply to Message

Hiya,
Sorry for bumping this topic after nearly 2 months, but I couldn't find other places for my query...

Tried this very nice tool out tonight and I really like it, very easy to use! It was a pain to work out where the damn thing was in max, but I found it eventually!

In the past I have used similar importers for w3d by Eric Morin (Abjab) / Dante and Coolfile and they have offered functions to either add them to the toolbar or load via keyboard shortcut.

In this version was just wondering whether this plugin offered that function as I have just been ripping my hair out trying to find it in the list!!

Cheers

Andy