

---

Subject: Gmax to 3ds max Success Tut inside  
Posted by [jamiejrg](#) on Sun, 27 May 2007 16:53:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Here we go boys! Finally an easy way to take models from gmax to 3ds max 7!

Things I used:

Autodesk's 3ds max 7, sp1 (not sure if it works with other max version, pls read and try it out if you have a different ver.)

gmax w3d importer v1.16beta (attached to this post, but can also be downloaded at renhelp)

How to install:

Note: I will be using my directories, yours might be different depending on how and where you installed 3ds max 7.

Step 1) download the gmax w3d importer, should be version 1.16 beta, that's what i used. (attached to this post, but can also be downloaded at renhelp)

Step 2) Extract 'W3DImporter.zip' into the 'C:\3dsmax7' directory.

Step 3) Go into the 'C:\3dsmax7' directory and create a the following path. Should look like this when you are done,

'C:\3dsmax7\gamepacks\Westwood\RenX\RenX-WME'

Step 4) Extract 'W3DImporter.zip' into the 'RenX-WME' folder that you just made.

Step 5) Run 3ds max 7

step 6.0) In 3ds max 7 go to customize->customize user interface, press the 'toolbars' tab and select 'W3D Importer' from the catagory drop down list.

It should look like this:

If it doesn't look like that or you can't even find 'W3D Importer' in the catagory drop down list then don't panic you just have to run a script. If it does then skip to step 7.

Step 6.1\*) In 3ds max 7 you need to go to Maxscript->run script... then navigate to 'C:\3dsmax7\scripts\startup' and run the script 'w3d-importer.mse'.

Step 6.2\*) Try step 6.0 again. Note: I am pretty sure that is the correct script to run. Someone with more knowledge can correct me if i am wrong.

Step 7) You can now drag 'Import a W3D file' from the customize user interface window into your main toolbar or make your own little toolbar like I did, and click it.

Note: the button doesn't have an image.

Step Use the importer just like the gmax one!

Some screen.

Known bugs:

It seems that when importing a model that uses wwskins the last object on link list is out of place.

Please report any other bugs you may find. Also if you need help post here.

Thanks to Carrierll, i based this off of his method.

Jamie

---

#### File Attachments

1) [W3DImporter.zip](#), downloaded 203 times

---

---

Subject: Re: Gmax to 3ds max Success Tut inside  
Posted by [jamiejrg](#) on Sun, 27 May 2007 17:19:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It appears as though wwskin still doesn't work in max. Or at least i can't get it to work still.

ALso, i have created a folder that you can simply extract into your max folder and everything should be in place and work.

Jamie

---

#### File Attachments

1) [easy\\_extract\\_for\\_max\\_7.zip](#), downloaded 178 times

---

---

Subject: Re: Gmax to 3ds max Success Tut inside  
Posted by [Carrierll](#) on Sun, 27 May 2007 20:43:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks for crediting me.

Stuff I've noticed with my Max9 install -

After adding this script, Max9 mucks around a lot at startup, and will sometimes remove itself from your taskbar (XP Home SP2), however, if you just Press Alt + Tab it should appear in the list of programs you can swap between, simply switch to it, and it will reappear on your taskbar.

Max9 also takes a long time thinking about starting - you know it's ready when it stops using the "3DS Max 9 - Project folder...." title and starts using the "Untitled - RenX - W3D Modeller Edition" title instead.

Finally, the "Recently Imported Files" list in the W3D importer dialog box crashes Max9, so don't use it. (Hmmpf, just as I try to take a screenshot, it vanishes, oh well)

Have fun!

---

Subject: Re: Gmax to 3ds max Success Tut inside  
Posted by [jamiejrg](#) on Sun, 27 May 2007 21:43:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Ya the whole recent models thing doesn't work in gmax either so don't worry about it.

---

Subject: Re: Gmax to 3ds max Success Tut inside  
Posted by [Gen\\_Blacky](#) on Sun, 27 May 2007 21:45:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

well it works for me when i use max 9 so

---

Subject: Re: Gmax to 3ds max Success Tut inside  
Posted by [jamiejrg](#) on Sun, 27 May 2007 23:29:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Gen\_Blacky wrote on Sun, 27 May 2007 16:45well it works for me when i use max 9 so

Good to hear!

Jamie

---

Subject: Re: Gmax to 3ds max Success Tut inside  
Posted by [Sn1per74\\*](#) on Mon, 28 May 2007 02:29:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Where can I get sp1? The link on renhelp.net leads to a page not found at autodesk.

---

---

Subject: Re: Gmax to 3ds max Success Tut inside  
Posted by [Gen\\_Blacky](#) on Mon, 28 May 2007 02:59:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

the trial version is sp1

---

---

Subject: Re: Gmax to 3ds max Success Tut inside  
Posted by [Sn1per74\\*](#) on Mon, 28 May 2007 14:18:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

O. Thanks man.

---