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Subject: Improved W3D importer for 3d studio max now available

Posted by [jonwil](#) on Sun, 29 Aug 2010 06:58:26 GMT

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Get it from

<http://www.cncmods.net/files/w3dimport.zip>

It can now import a lot more including wwskin (creating the wwskin "crossbones" object, linking the mesh to the object and linking the vertexes to the bones), materials (setting all the settings correctly) and w3d flags (collision etc etc). It does not import multiple materials assigned to a single mesh (it will import the first material and apply it to the whole mesh), objects set to "NULL (LOD)" in the w3d tools roll-out, the valpha checkbox and possibly a few other things.

Included in the zip file is:

w3dms.dlx New w3d maxscript extension plugin to allow maxscript access to various pieces of data specific to the W3D export plugin (w3d flags, materials etc)

w3dms.txt documentation of the maxscript functions supported by w3dms.dlx and by the W3D export plugin

w3d-importer.ms updated import script

max2w3d.dle updated w3d import plugin (there were a couple of options that existed in the gmax plugin but were disabled in the 3ds max plugin, I re-enabled them)

w3dms.vcxproj, w3dms.vcxproj.filters, dllmain.cpp, w3dms.sln Source code for w3dms.dlx (see COPYING for the license, basically it means that if you use my source code, you have to publish any changes you make and complete source code to any programs you use my code as part of)

To compile the plugin code you need visual C++ 2010 and you need the 3D studio max 8 SDK. If you have installed the 3D studio max 8 SDK in a folder other than the default, you will need to change the include and library paths in the project options to point to your SDK location.

The new importer and w3dms.dlx plugin are not compatible with gmax or any version of 3DS max other than version 8.

Please let me know if you make any improvements to the importer or w3dms.dlx plugin. Also let me know if you find any bugs, crashes, maxscript errors, things that wont properly import etc.

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Subject: Re: Improved W3D importer for 3d studio max now available

Posted by [jonwil](#) on Sun, 29 Aug 2010 07:41:01 GMT

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A new version has been uploaded to fix a bug with vertex colors and one with wwskin meshes

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Subject: Re: Improved W3D importer for 3d studio max now available

Posted by [Stefan](#) on Sun, 29 Aug 2010 07:46:08 GMT

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Dude, i love you.

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Subject: Re: Improved W3D importer for 3d studio max now available

Posted by [Gen\\_Blacky](#) on Sun, 29 Aug 2010 09:25:03 GMT

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Sounds great Jonwill but it keeps crashing. I tried loading the plugin on a clean install of 3dsmax8.

Trying to import a big mesh <http://img529.imageshack.us/img529/9933/87623258.jpg>

Almost any other .w3d <http://img295.imageshack.us/img295/5315/42080599.jpg>

The only thing i was able to import was character bones.

I was able to import volcano but it has no material info.

<http://img535.imageshack.us/img535/2996/3dsmax.jpg>

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Subject: Re: Improved W3D importer for 3d studio max now available

Posted by [jonwil](#) on Sun, 29 Aug 2010 14:26:09 GMT

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Updated the script a bit more, I fixed an issue with material import and I made vertex painting work correctly (in that it imports the correct values)

To use the script, you need to put the w3d-importer.ms file into the scripts\startup folder. If you have a w3d-importer.mse file, delete it.

Put max2w3d.dle and w3dms.dlx into the plugins folder (replacing the existing max2w3d.dle file)

The other files are only relevant if you want to change the w3dms.dlx plugin.

Mr. Nice Guy, firstly make sure you have 3ds max service pack 3.

Secondly, make sure you have the w3d export plugin setup and working correctly.

Thirdly, make sure you have the max2w3d.dle file and w3dms.dlx from the w3dimport.zip file in the plugins folder.

The error where it highlights "wwSetSortLevel" and displays that error box indicates that you haven't put w3dms.dlx in the right place (meaning that 3DS Max cant find wwSetSortLevel which is inside w3dms.dlx)

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Subject: Re: Improved W3D importer for 3d studio max now available

Posted by [Di3HardNL](#) on Sun, 29 Aug 2010 15:28:06 GMT

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Nice work man, I will check it out

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Subject: Re: Improved W3D importer for 3d studio max now available  
Posted by [Reaver11](#) on Sun, 29 Aug 2010 15:40:49 GMT

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Nice work ill be checking this out!

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Subject: Re: Improved W3D importer for 3d studio max now available  
Posted by [Omar007](#) on Sun, 29 Aug 2010 16:13:19 GMT

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Reaver11 wrote on Sun, 29 August 2010 17:40Nice work ill be checking this out!

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Subject: Re: Improved W3D importer for 3d studio max now available  
Posted by [LR01](#) on Mon, 30 Aug 2010 14:27:12 GMT

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Except for Null(LOD), where there any other options disabled?

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Subject: Re: Improved W3D importer for 3d studio max now available  
Posted by [Jerad2142](#) on Wed, 01 Sep 2010 14:10:48 GMT

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It'd be nice if there was a version of this for the newest release of max, I don't even think its possible to buy 3dsmax8 anymore.

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Subject: Re: Improved W3D importer for 3d studio max now available  
Posted by [Omar007](#) on Wed, 01 Sep 2010 14:19:41 GMT

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\*cough\*download\*cough\*

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Subject: Re: Improved W3D importer for 3d studio max now available  
Posted by [Jerad2142](#) on Wed, 01 Sep 2010 16:47:03 GMT

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Omar007 wrote on Wed, 01 September 2010 08:19\*cough\*download\*cough\*

Last time I checked there were no download links on the site, and all the torrents were dead, so unless you know of a legal site where they still distribute a free copy of 3dsmax8, I'm just out of luck.

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Subject: Re: Improved W3D importer for 3d studio max now available

Posted by [Omar007](#) on Wed, 01 Sep 2010 17:35:54 GMT

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Jerad Gray wrote on Wed, 01 September 2010 18:47Omar007 wrote on Wed, 01 September 2010 08:19\*cough\*download\*cough\*

Last time I checked there were no download links on the site, and all the torrents were dead, so unless you know of a legal site where they still distribute a free copy of 3dsmax8, I'm just out of luck.

I sadly cant give a link here if i'd upload it somewhere for you (guess even though its not legally possible to get it, it's still warez?)

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Subject: Re: Improved W3D importer for 3d studio max now available

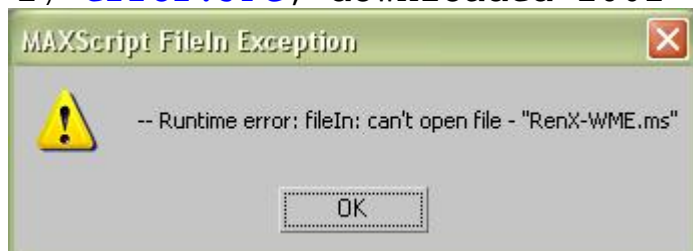
Posted by [YazooGang](#) on Fri, 17 Sep 2010 02:39:57 GMT

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## File Attachments

1) [error.JPG](#), downloaded 1062 times



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Subject: Re: Improved W3D importer for 3d studio max now available

Posted by [YazooGang](#) on Sun, 19 Sep 2010 23:54:32 GMT

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can anybody help me??

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Subject: Re: Improved W3D importer for 3d studio max now available

Posted by [YazooGang](#) on Fri, 24 Sep 2010 11:32:01 GMT

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Anyone, please??

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Subject: Re: Improved W3D importer for 3d studio max now available  
Posted by [danpaul88](#) on Fri, 24 Sep 2010 14:45:33 GMT

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Quote:The new importer and w3dms.dlx plugin are not compatible with gmax or any version of 3DS max other than version 8.

Did you remember to remove the old importer BEFORE installing the new one? If you left some of the files from the old importer behind it will try to load that importer and probably result in the error you are seeing...

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Subject: Re: Improved W3D importer for 3d studio max now available  
Posted by [Aircraftkiller](#) on Sat, 03 Sep 2011 22:28:33 GMT

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This isn't working correctly. The importer does indeed import files but it doesn't save the UVs of the models, which makes it worthless for fixing up Renegade vehicles. I love the changes, otherwise.

Also, if you could find a way to enable dazzle export in Max 8, that would be stellar. The dazzles simply do not export at all in Max 8. They work fine in RenX. Yes, I have dazzle.ini in both instances.

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Subject: Re: Improved W3D importer for 3d studio max now available  
Posted by [NACHO-ARG](#) on Sat, 03 Sep 2011 23:08:06 GMT

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nice work JW, it would be nice to have new renx version of the w3d importer 2 but i think i am the onlyone using it lol.

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Subject: Re: Improved W3D importer for 3d studio max now available  
Posted by [Intradox](#) on Mon, 05 Sep 2011 15:58:44 GMT

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NACHO-ARG wrote on Sat, 03 September 2011 16:08nice work JW, it would be nice to have new renx version of the w3d importer 2 but i think i am the onlyone using it lol.

and me lol.

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Nice work.

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