## Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation
Posted by Oblivion165 on Fri, 28 Jul 2006 20:17:43 GMT

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SuperFlyingEngi wrote on Fri, 28 July 2006 13:41Two questions:

1) Will RenX accept 3ds files for the whole world mesh, not just doodads and such? (You'll have to excuse my ignorance on this topic, I'm not sure whether or not RenX sees a distinction in mesh vs. objects.

2) What kind of plug-ins would I need for a modeller?

Oh, and thanks for the help.


Gmax will accept 3ds formats from 3ds max 6 and up. (maybe more, but those for sure)

They loose all materials, so don't bother texturing them in 3ds max. Also the scale is lost, everything remains in proportion to the other objects, but in Gmax the import makes the model about the size of havoc's boot sole. Simply group all and scale to fix it.

Max has a W3D exporter now, however i cant find material types. Such as setting the material to light metal or wood.

As for question 2, just look for something Gmax can support, i would just go for a 3ds import/export plug-in because its widely used and Gmax already supports it.

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