Subject: Gmax to 3ds max Success Tut inside
Posted by jamiejrg on Sun, 27 May 2007 16:53:36 GMT
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Here we go boys! Finaly 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 corrrect 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 CarrierII, i based this off of his method.

Jamie

File Attachments
1) W3DImporter.zip, downloaded 122 times