

---

Subject: Conversion

Posted by [Altzan](#) on Sat, 20 Dec 2008 00:45:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Can someone do one of the following=

- 1) Convert a MAX file I have into a gmax file
- 2) Tell me how to do it myself (NOT including getting 3ds Max).

Thanks, guys

(the file in question is of a Tron Tank )

---

---

Subject: Re: Conversion

Posted by [YazooGang](#) on Sat, 20 Dec 2008 02:30:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ur lucky if u have the .3ds file, but u need 3ds max in order to import 3ds max file into gmax. PM me the file and i will do it for u

---

---

Subject: Re: Conversion

Posted by [Gen\\_Blacky](#) on Sat, 20 Dec 2008 02:32:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

export as a .w3d or as a .obj or get plugins gmax

---

---

Subject: Re: Conversion

Posted by [Altzan](#) on Sat, 20 Dec 2008 03:05:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

### File Attachments

- 1) [TRON\\_TANK.rar](#), downloaded 175 times
- 

---

Subject: Re: Conversion

Posted by [samous](#) on Sat, 20 Dec 2008 03:32:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

are you making a tron tank like:

or what? (grounded, remeber? i can see for myself)

---

---

Subject: Re: Conversion  
Posted by [Altzan](#) on Sat, 20 Dec 2008 03:44:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I thought of trying to bone it, yes. That's basically what it is.

---

---

Subject: Re: Conversion  
Posted by [Reaver11](#) on Sat, 20 Dec 2008 10:34:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have converted it to gmax. You will have to re-texture parts of it but since it had basic coloring

All the turret parts are separate only the vehicles does not contain threads atm. (I guess it is a hover thingy. You can just import threads from a different tank and make them invisible)

#### File Attachments

1) [Tron\\_tankGAMX.zip](#), downloaded 141 times

---

---

Subject: Re: Conversion  
Posted by [Altzan](#) on Sat, 20 Dec 2008 15:26:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Reaver11 wrote on Sat, 20 December 2008 04:34 I have converted it to gmax. You will have to re-texture parts of it but since it had basic coloring

All the turret parts are separate only the vehicles does not contain threads atm. (I guess it is a hover thingy. You can just import threads from a different tank and make them invisible)

Thanks

---

---

Subject: Re: Conversion  
Posted by [Reaver11](#) on Sat, 20 Dec 2008 17:53:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No problem dude

If you need anything just pm

---

---

Subject: Re: Conversion  
Posted by [YazooGang](#) on Sat, 20 Dec 2008 18:19:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

3ds max users = leet/pirates  
renx users = poor

---

Subject: Re: Conversion  
Posted by [Altzan](#) on Sun, 21 Dec 2008 02:28:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

YazooGang wrote on Sat, 20 December 2008 12:193ds max users = leet/pirates

Exactly

---

Subject: Re: Conversion  
Posted by [samous](#) on Tue, 23 Dec 2008 18:23:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Altzan wrote on Sat, 20 December 2008 18:28YazooGang wrote on Sat, 20 December 2008 12:193ds max users = leet/pirates

Exactly

lol. And PM me when your finished with the modeling/boning/whatever your doing, i want to see it when it done.

=samous

---

Subject: Re: Conversion  
Posted by [mrŁÄŞÄ-z](#) on Tue, 23 Dec 2008 18:33:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

YazooGang wrote on Sat, 20 December 2008 12:193ds max users = leet/pirates  
renx users = poor

hi

---

Subject: Re: Conversion

---

Posted by [samous](#) on Tue, 23 Dec 2008 18:45:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

madrackz wrote on Tue, 23 December 2008 10:33YazooGang wrote on Sat, 20 December 2008 12:19  
3ds max users = leet/pirates  
renx users = poor

hi

hi? and what are your hi-ing?

---