

The Pits

racing realism for the PC!

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3ds max fie=> 3do





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Author

Feempy Car Chief

Message D Posted: Mon Apr 25, 2005 11:57 am Post subject: 3ds





Joined: 27 Feb 2004 Posts: 50

I made an object in 3ds max (grandstand) as the same way you make the spaceship (in the tut) and I want to have it converted to a 3do. If I am correct there are two ways you do it. With make3do and with zmodeler.

I don't understand make3do so I tried it with Zmodeler. But when I import the exported file (pas I believe) into Zmodeler I don't see my object. It's like I imported nothing.

And the thing I don't understand about make3do is when do you use all those lines. And how do you start the program. If I click on it nothing happens. So I guess you have to use msdos, but then how do you open the file in msdos??

If you could help me out with one of these two things, I'd appriciate it very much!.

Thanks,

max fie=> 3do

Feempy

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Jka Drive



Joined: 07 Jan 2004 Posts: 174 Location: Finland

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Posted: Mon Apr 25, 2005 12:26 pm Post subject:





You don't need nessessarily zmodeler to convert your max-file to 3do. There is plugin avalable for 3dsmax5 (at least), which can be used to export your max-file to PAS-file.

Convert PAS-file to 3do with make3do (command line: make3do - p yourpasfile.PAS). After that, convert your texture files to MIP's with Winmip2.

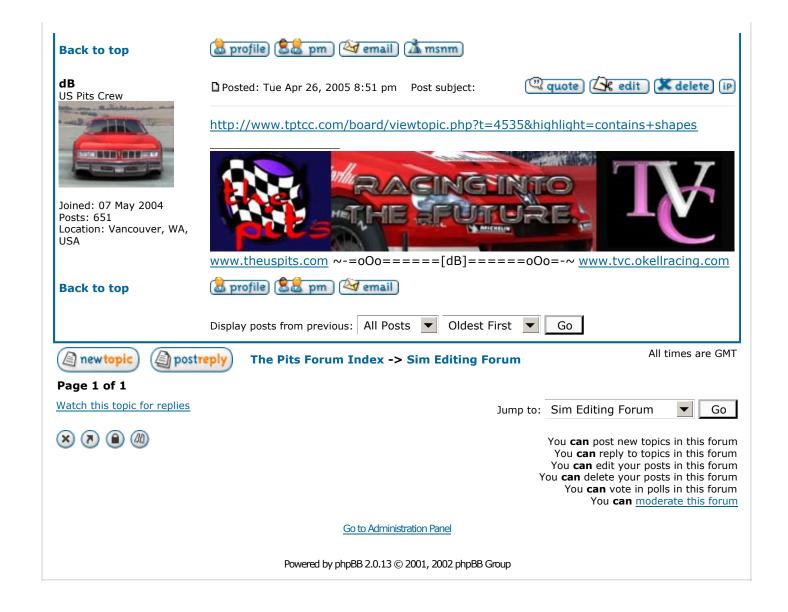
Then just fire up your 3Dviewer.exe, load your object in it and admire your hard work... 🐸

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- Jka -Edit: make3do.exe must be run on command prompt, not throught Windows-explorer for example... If you are running WindowsXP, you can start command prompt by clicking start button => run and write to the "open:" line cmd and hit enter... 🚨 profile) 🚨 pm 🖂 email 🕽 **Back to top Feempy** (a) quote (a) (a) quote (a) (b) Posted: Mon Apr 25, 2005 1:34 pm Post subject: Car Chief Thanks, Joined: 27 Feb 2004 Posts: 50 I have 3ds max 6.0 so I need Fred's Script. But where can I get that?? And I have more questions, but they follow later.... Edit: I think I found it. Is the plugin called papy_r6.dle?? Yep I think so anyway, because now I can export my file into a PAS file what brings me to my next question: 2) At this time my pas file is in the folder C/3dsmax/meshes and the make3do file is in the folder C/papyrus/sandbox. Do they have to be in the same folder? 3)And how do I enable make3do. When I opened msdos (or what ever it is called, anyway I opened it as you discriped above) I am still not in the program and when I type make3do it still doesn't work. I believe you have to go from folder to folder. But I also believe that I need some sort of command code. (papyrus**??) 🚨 profile) 🚨 pm 🕍 email 🗘 msnm **Back to top** bowtie214 (a) quote (a) edit (a) delete (ip) Posted: Mon Apr 25, 2005 4:28 pm Post subject: Driver Move your .pas file to the Sandbox folder. Open (msdos)command prompt and type cd C/papyrus/sandbox and hit enter. Joined: 12 Mar 2003 That should change the directory to C/papyrus/sandbox. Posts: 145 Location: WV Then, at the prompt, type make3do - p yourpasfile.PAS and hit enter your new .3do file will appear in the Sandbox folder 👗 profile) 💹 pm 🏻 pmail 😘 www 🕍 ICQ **Back to top** Feempy Posted: Tue Apr 26, 2005 2:57 pm Post subject: Car Chief Now I get the following error: Joined: 27 Feb 2004 ERROR: import file line 13 Posts: 50 Source file containes no shapes.

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Syntax error: line 13: Expected: End of file, Found: Punctuation = ','



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