



The Pits

racing realism for the PC!

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3ds max fie=> 3do



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Author

Feempy
Car Chief

Joined: 27 Feb 2004
Posts: 50

Message

Posted: Mon Apr 25, 2005 11:57 am Post subject: 3ds
max fie=> 3do

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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 appreciate it very much!.

Thanks,
Feempy

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Jka
Driver



Joined: 07 Jan 2004
Posts: 174
Location: Finland

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

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You don't need necessarily zmodeler to convert your max-file to 3do. There is plugin available 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... 😊

- Jka -

Edit: make3do.exe must be run on command prompt, not through 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... 😊

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Feempy
Car Chief

Posted: Mon Apr 25, 2005 1:34 pm Post subject:

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Joined: 27 Feb 2004
Posts: 50

Thanks,

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 discribed 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**??)

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bowtie214
Driver



Joined: 12 Mar 2003
Posts: 145
Location: WV

Posted: Mon Apr 25, 2005 4:28 pm Post subject:

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Move your .pas file to the Sandbox folder.

Open (msdos)command prompt and type `cd C/papyrus/sandbox` and hit enter.

That should change the directory to C/papyrus/sandbox.

Then, at the prompt, type `make3do - p yourpasfile.PAS` and hit enter

your new .3do file will appear in the Sandbox folder

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Feempy
Car Chief

Posted: Tue Apr 26, 2005 2:57 pm Post subject:

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Joined: 27 Feb 2004
Posts: 50

Now I get the following error:
ERROR: import file line 13
Source file contains no shapes.

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

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dB

US Pits Crew



Joined: 07 May 2004
Posts: 651
Location: Vancouver, WA,
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Posted: Tue Apr 26, 2005 8:51 pm Post subject:

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<http://www.tptcc.com/board/viewtopic.php?t=4535&highlight=contains+shapes>



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