
3Ds max - GMT exporter cuestion

Geschrieben von Hagapito40 - 04.01.2018 06:20

Hi! I have some experience modding in Rfactor and GSC.

I want to make some mods on the cockpit mirrors of the Opel 1900 GT to correct some issues. I have experience in the use of 3Ds Max modeling, mapping, and so on. The cuestion is:

1_ GMT exporter for max will work exportin materials for GTL?

2_ wich is the right workflow to work on a already made GMT that have several diferent material asigned...

If i export only the mesh from 3DSimED then i will have to asign the material again in Max to export it like GMT or i have to export it again from Max in some intermediari format and reasig the materials again 3DSim ED.

Sorry if iÄ´m not clear...any modder can send me a PM if required.

Thanks!

Aw: 3Ds max - GMT exporter cuestion

Geschrieben von BorekS - 09.01.2018 16:09

hi, I would recommend to focus on material edits with 3DSimED only.

you can save the properly working material library from the original GMT into a file set with 3DSimED (Save Materials), load / import your new mesh into 3DSimED and load the original material library back. this will replace the whole material settings back to the original one. it just needs to have the old and new mesh materials same name.

with 3DSimED you can do various material magics like copy and paste the whole setings incl. current texture file relations or just the current mesh shader material properities, you can replace / assign materials on selected mesh polyons and so on.

therefore once you buildup the 3d files in 3DSMax, exported as 3DS, X file, GMT or whatelse, you can do all the rest with 3DSimED only ;)

Re:Aw: 3Ds max - GMT exporter cuestion

Geschrieben von Hagapito40 - 10.01.2018 22:53

Thanks very useful info, ;) working on that!
