

---

Subject: Convert .MAX to .OBJ for me anyone  
Posted by [SGDesigns](#) on Mon, 19 Nov 2012 00:23:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Anyone here have the latest version of 3d studio MAX? Mine is acting up and Id hate to reload it. Its giving me an error "zzmtl.dlt is missing" and then the entire program closes when I try to load this file. I know I'll have to reload my program, but id like to see if somene can convert it to a .OBJ and send it to me. You'll get to keep my model in return. Might be something good, might be something bad, but please dont re-issue it to anyone.

Ill let you use my model in return... What is it? Your just gonna have to find out. LOL....

This file format is .max and was created and last modified back in 1999.

---

Subject: Re: Convert .MAX to .OBJ for me anyone  
Posted by [Fredd](#) on Mon, 19 Nov 2012 00:44:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

A 3ds format Sal?

---

Subject: Re: Convert .MAX to .OBJ for me anyone  
Posted by [SGDesigns](#) on Mon, 19 Nov 2012 00:48:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, well its not exactly a .3ds file, its a .max file.... Its of something I did a while back, but I use it as a base for a lot of what I do.

I use Autodesk 3ds Max Design 2012 but it should work with earlier versions of 3d studio...

Subject: Re: Convert .MAX to .OBJ for me anyone  
Posted by [virtox](#) on Mon, 19 Nov 2012 06:01:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I can give it a try

---

Subject: Re: Convert .MAX to .OBJ for me anyone  
Posted by [SGDesigns](#) on Mon, 19 Nov 2012 06:30:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Cool, Ill send it to you as a PM. Can you please export it as a .obj so that all the pieces stay in the same order? You'll see what I mean.

---

Subject: Re: Convert .MAX to .OBJ for me anyone  
Posted by [virtox](#) on Mon, 19 Nov 2012 07:05:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hmm, no luck

I get the same error, it seems to be a missing plugin dll issue.  
I can't find where zzmtl.dlt (texmap thingy?) is supposed to be part of though.

Unusual that is should block the load of the whole model though..

---

Subject: Re: Convert .MAX to .OBJ for me anyone  
Posted by [virtox](#) on Mon, 19 Nov 2012 07:16:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Google does not help, but I got a clue with a text editor.

Seems it may be part of raygun?

## File Attachments

---

1) [zzmtldlt.jpg](#), downloaded 90 times

---

---

Subject: Re: Convert .MAX to .OBJ for me anyone  
Posted by [SGDesigns](#) on Mon, 19 Nov 2012 07:23:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks man, maybe reinstalling that plugin will fix it.

---