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Subject: Re: Making My First Map

Posted by [Oblivion165](#) on Sat, 26 May 2007 07:44:17 GMT

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If you really want to get the job done you will need 3ds Max 8. Gmax will just hold you back from all the wonderful features and what is currently being used by the power users of renegade modeling. Plus Gmax is what? 3DS Max 5? 4? Either way its ass old and needs to be delt with.

After someone converts all the bones, tutorial files, help files to max that is

...oh and makes it free for people...but that can wait, im sure.

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=78>

That is a tutorial for a basic map in 3ds max 8, needs to be remade but see the difference between gmax.

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