Subject: Modeling Posted by SWNight on Tue, 28 Aug 2007 16:43:55 GMT View Forum Message <> Reply to Message I might start making maps in RenX. Does anyone know any good tutorials/tips to help me? Subject: Re: Modeling Posted by Genesis2001 on Tue, 28 Aug 2007 19:13:14 GMT View Forum Message <> Reply to Message renhelp.net Also, use 3ds Max -MathK1LL Subject: Re: Modeling Posted by jamiejrg on Tue, 28 Aug 2007 22:24:17 GMT View Forum Message <> Reply to Message MathK1LL wrote on Tue, 28 August 2007 14:13renhelp.net Also, use 3ds Max -MathK1LL 3ds max ftw! **Jamie** Subject: Re: Modeling

Posted by Slave on Tue, 28 Aug 2007 22:36:50 GMT

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3ds max ftw!

Or not, cough.

## File Attachments

1) moneyplx.png, downloaded 411 times

Autodesk 3ds Max 9 - \$3,495

Subject: Re: Modeling

Posted by Zion on Tue, 28 Aug 2007 22:37:06 GMT

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Actually, don't use Max. If you're just starting out use Gmax and Renx along with Gmax's help files. Max would just confuse the hell out of you will all its buttons and whatnot, so go for Gmax/Renx to start off with.

Subject: Re: Modeling

Posted by GrayWolf on Wed, 29 Aug 2007 03:33:34 GMT

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Slave wrote on Tue, 28 August 2007 17:363ds max ftw!

Or not, cough. Steal it, DuH!?

Subject: Re: Modeling

Posted by Gen\_Blacky on Wed, 29 Aug 2007 03:33:47 GMT

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i think 3ds max is easier

Subject: Re: Modeling

Posted by Veyrdite on Wed, 29 Aug 2007 08:44:21 GMT

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get no. six or seven, as long as it max5 and above you're fine.

Or you could do what graywolf said...

Subject: Re: Modeling

Posted by SWNight on Wed, 29 Aug 2007 09:28:54 GMT

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This may seem a bit stupid but.

How do I move the camera around in Gmax? (So I can work on the other bits of my terrain)

Subject: Re: Modeling

on Thu, 30 Aug 2007 01:20:34 GMT Posted by mrA£A§A·z

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Forget the map... Renegade is dieing!

Subject: Re: Modeling

Posted by Sn1per74\* on Thu, 30 Aug 2007 01:31:46 GMT

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SWNight wrote on Wed, 29 August 2007 04:28This may seem a bit stupid but.

How do I move the camera around in Gmax? (So I can work on the other bits of my terrain)

There is an arc rotate button on the bottom right.

Subject: Re: Modeling

Posted by Genesis2001 on Thu, 30 Aug 2007 01:53:07 GMT

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MadRockz wrote on Wed, 29 August 2007 19:20Forget the map... Renegade is dieing!

Renegade lives because it is modded. Constantly.

-MathK1LL

Subject: Re: Modeling

Posted by jnz on Thu, 30 Aug 2007 02:45:20 GMT

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I think it's the server sided mods that interest people the most.

Subject: Re: Modeling

Posted by Sn1per74\* on Thu, 30 Aug 2007 02:47:41 GMT

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RoShamBo wrote on Wed, 29 August 2007 21:45I think it's the server sided mods that interest

people the most.

Reborn, Red Alert, and Apocalypse Rising too.

Subject: Re: Modeling

Posted by jamiejrg on Thu, 30 Aug 2007 06:34:00 GMT

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GrayWolf wrote on Tue, 28 August 2007 22:33Slave wrote on Tue, 28 August 2007 17:363ds max ftw!

Or not, cough. Steal it. DuH!?

I think it goes without saying.

But I however would never do such a thing.

**Jamie** 

Subject: Re: Modeling

Posted by SWNight on Thu, 30 Aug 2007 10:38:33 GMT

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Sn1per74\* wrote on Wed, 29 August 2007 20:31SWNight wrote on Wed, 29 August 2007 04:28This may seem a bit stupid but.

How do I move the camera around in Gmax? (So I can work on the other bits of my terrain) There is an arc rotate button on the bottom right.

Thanks Sn1per.