
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

[View Forum Message](#) <> [Reply to Message](#)

3ds max ftw!

Or not, cough.

File Attachments

1) [moneyplx.png](#), downloaded 341 times

Autodesk 3ds Max 9 - \$3,495



Subject: Re: Modeling

Posted by [Zion](#) on Tue, 28 Aug 2007 22:37:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 with 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

[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Tue, 28 August 2007 17:36 3ds max ftw!

Or not, cough.
Steal it, DuHI?

Subject: Re: Modeling

Posted by [Gen_Blacky](#) on Wed, 29 Aug 2007 03:33:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

i think 3ds max is easier

Subject: Re: Modeling

Posted by [Veyrdite](#) on Wed, 29 Aug 2007 08:44:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

Posted by [mr£\\$Ä-z](#) on Thu, 30 Aug 2007 01:20:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Forget the map... Renegade is dieing!

Subject: Re: Modeling

Posted by [Sn1per74*](#) on Thu, 30 Aug 2007 01:31:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

SWNight wrote on Wed, 29 August 2007 04:28 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)

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

[View Forum Message](#) <> [Reply to Message](#)

MadRockz wrote on Wed, 29 August 2007 19:20 Forget 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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

RoShamBo wrote on Wed, 29 August 2007 21:45 I 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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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.
