
Subject: Autodesk 3DS Max 2008 Released!
Posted by [Zion](#) on Tue, 13 Nov 2007 19:32:14 GMT
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<http://www.autodesk.co.uk/adsk/servlet/index?siteID=452932&id=9898435>

'Nuff said.

Subject: Re: Autodesk 3DS Max 2008 Released!
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 19:35:04 GMT
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The real question is if it will run our mod tools, gut feeling says no but I test is when I can.

Link so you don't have to fill out that form:

http://3dsmaxtrial.autodesk.com/3dsmax2008trial/Autodesk3dsMax2008_ESD_Trial.exe

Subject: Re: Autodesk 3DS Max 2008 Released!
Posted by [R315r4z0r](#) on Tue, 13 Nov 2007 20:21:45 GMT
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crosses fingers

Subject: Re: Autodesk 3DS Max 2008 Released!
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 20:35:26 GMT
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Its a no go.

Subject: Re: Autodesk 3DS Max 2008 Released!
Posted by [JeepRubi](#) on Tue, 13 Nov 2007 20:37:50 GMT
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I don't see a point in getting it unless you are working with uber high poly models. The new versions of max just seem to loose compatability as they go.

Subject: Re: Autodesk 3DS Max 2008 Released!
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 20:38:43 GMT
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Yup there doesn't seem to be much change in it so-far. If your just doing Renegade stuff no point in getting it at all.

Subject: Re: Autodesk 3DS Max 2008 Released!
Posted by [R315r4z0r](#) on Tue, 13 Nov 2007 21:06:40 GMT
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crap...

Subject: Re: Autodesk 3DS Max 2008 Released!
Posted by [Zion](#) on Wed, 14 Nov 2007 13:51:04 GMT
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I'm not getting it personally, i don't see the point.

Was just letting you guys know.

Subject: Re: Autodesk 3DS Max 2008 Released!
Posted by [OWA](#) on Wed, 14 Nov 2007 22:01:48 GMT
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I'll stick with 8 and 9 then

Subject: Re: Autodesk 3DS Max 2008 Released!
Posted by [Zion](#) on Thu, 15 Nov 2007 19:44:13 GMT
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Me too, Max 8 FTW!
