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Subject: renx vs 3dmax

Posted by [renalpha](#) on Wed, 26 Mar 2008 00:24:57 GMT

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Fuck ye my tutorial wins

ever heard such broken english and yes its most viewed LMFAO

btw when i hear that i voice i almost have to cry lol

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Subject: Re: renx vs 3dmax

Posted by [Oblivion165](#) on Wed, 26 Mar 2008 00:45:36 GMT

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...you just hit refresh until it was higher.

What would I know though, right Blazer? Since Laeubi owns and operates that website. Yet another kick in the nuts brought to you by the admins of renforums.

<http://www.renegadeforums.com/index.php?t=msg&th=8054&start=0&rid=99> 6

I only got so many nuts admins, only so many.

EDIT:

## File Attachments

1) [hax.jpg](#), downloaded 504 times

|  |     |                  |                      |
|--|-----|------------------|----------------------|
| <b>Video</b> Advanced RenX map for beginners       | ☆☆☆ | Recon            | RenX (Gmax)          |
| Alpha Blending Textures                            | ☆☆  | Killer Bee       | RenX (Gmax)          |
| Basic Terrain                                      | ☆   | SomeRhino        | RenX (Gmax)          |
| Better Lighting - VIS Blocker                      | ☆   | Oblivion165      | RenX (Gmax)          |
| Creating a Basic Map                               | ☆   | General Stackout | RenX /  LevelEdit    |
| Creating a Basic Map - 2                           | ☆   | danpaul88        | RenX /  LevelEdit    |
| Creating a Basic Map - 3                           | ☆   | Staude           | RenX /  LevelEdit    |
| <b>Video</b> Creating a beginners map in 3DS Max 8 | ☆☆☆ | Oblivion165      | 3DS Max /  LevelEdit |

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Subject: Re: renx vs 3dmax

Posted by [Canadacd](#) on Wed, 26 Mar 2008 01:27:56 GMT

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3DSMax is very similar to RenX, just with waaaay more features.

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Subject: Re: renx vs 3dmax

Posted by [DL60](#) on Wed, 26 Mar 2008 08:42:27 GMT

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I use 3ds Max 9 for modeling maps and UVWMap and Gmax for map-texturing and exporting to .w3d.

Gmax/RenX is bug-gy cr\*\*.

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Subject: Re: renx vs 3dmax

Posted by [Dealman](#) on Wed, 26 Mar 2008 11:51:02 GMT

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DeathLink6.0 wrote on Wed, 26 March 2008 09:42I use 3ds Max 9 for modeling maps and UVWMap and Gmax for map-texturing and exporting to .w3d.

Gmax/RenX is bug-gy cr\*\*.

You could make it easier. Get 3DS Max 8 and get the W3D Exporter from renhelp.net.

After using 3DS Max you will find it much easier to texture models in there than in RenX.

Also I think 3DS Max is much easier to handle than Renx. The camera view and the way to handle the camera in RenX is just so annoying...

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Subject: Re: renx vs 3dmax

Posted by [cnc95fan](#) on Wed, 26 Mar 2008 12:17:15 GMT

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You can't rig buildings in 3DS MAX AFAIK >\_>

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Subject: Re: renx vs 3dmax

Posted by [Oblivion165](#) on Wed, 26 Mar 2008 16:08:03 GMT

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The only thing you cannot do in 3ds max 8 is bone character models. Everything else works and works 100x better.

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Subject: Re: renx vs 3dmax  
Posted by [Zion](#) on Wed, 26 Mar 2008 17:43:45 GMT  
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Canadacdn wrote on Wed, 26 March 2008 01:27:3DSMax is very similar to RenX, just with waaaaay more features.

It's not "very similar".

It IS.

RenX is a mod plugin/addon for Gmax 1.2, which was made by Discreet in the times they were around. Autodesk bought Discreet out though, and improved on Gmax, changing its name to 3D Studio Max, and creating new features, etc.

We're currently in 3D Studio Max 2008, however the majority of users use Max 8 for its Renegade Tools plugin ability which only 7 and 8, have.

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Subject: Re: renx vs 3dmax  
Posted by [The Executor](#) on Wed, 26 Mar 2008 19:17:36 GMT  
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RenX is free

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Subject: Re: renx vs 3dmax  
Posted by [Oblivion165](#) on Wed, 26 Mar 2008 19:38:13 GMT  
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MSwindows wrote on Wed, 26 March 2008 15:17:RenX is free

For a reason, I wouldn't pay \$5 for that pile of he-trash.

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Subject: Re: renx vs 3dmax  
Posted by [Dealman](#) on Wed, 26 Mar 2008 22:29:27 GMT  
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I totally agree with Oblivion.

I'm quite sure you can rig buildings in 3DS Max 8?

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Subject: Re: renx vs 3dmax  
Posted by [Oblivion165](#) on Wed, 26 Mar 2008 22:38:43 GMT

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Dealman wrote on Wed, 26 March 2008 18:29I totally agree with Oblivion.

I'm quite sure you can rig buildings in 3DS Max 8?

Oblivion165 wrote on Wed, 26 March 2008 12:08The only thing you cannot do in 3ds max 8 is bone character models. Everything else works and works 100x better.

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Subject: Re: renx vs 3dmax  
Posted by [renalpha](#) on Wed, 26 Mar 2008 22:47:43 GMT  
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MSwindows wrote on Wed, 26 March 2008 13:17RenX is free  
everything is free

war  
warez  
dogs  
cats  
girls

---

Subject: Re: renx vs 3dmax  
Posted by [Veyrdite](#) on Fri, 28 Mar 2008 09:56:18 GMT  
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The problem is most of us have never touched 3dsmax and so cannot compare the two.

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Subject: Re: renx vs 3dmax  
Posted by [cnc95fan](#) on Fri, 28 Mar 2008 09:59:51 GMT  
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Well that's strange, I havn't seen the tab where you can apply the name parts of a building. If someone could point it out to me, it would be well appreciated. Saves me having to reskin a bunch of buildings >\_>

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Subject: Re: renx vs 3dmax  
Posted by [Blazer](#) on Fri, 28 Mar 2008 10:06:42 GMT  
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Oblivion165 wrote on Tue, 25 March 2008 17:45

What would I know though, right Blazer? Since Laeubi owns and operates that website. Yet another kick in the nuts brought to you by the admins of renforums.

Uhhh...what? How did I kick you in the nuts? And what do I have to do with that website?

...You point out a 5 (FIVE) year old post I made that was completely accurate at the time it was posted...so what's your point and what's your problem? I'm going to guess you don't want the post saying that its Laebi's site?

\*edit\* There I made it more generic. Any other necro-posts you have a problem with?

-Blazer a.k.a. nut kicking admin

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Subject: Re: renx vs 3dmax  
Posted by [Zion](#) on Fri, 28 Mar 2008 10:46:13 GMT  
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Blazer wrote on Fri, 28 March 2008 10:06

-Blazer a.k.a. nut kicking admin

I like the title.

Let me try...

-Zion a.k.a nut licking foxie

...

Doesn't work as well, does it?

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Subject: Re: renx vs 3dmax  
Posted by [Oblivion165](#) on Fri, 28 Mar 2008 12:44:56 GMT  
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Blazer wrote on Fri, 28 March 2008 06:06Oblivion165 wrote on Tue, 25 March 2008 17:45  
What would I know though, right Blazer? Since Laeubi owns and operates that website. Yet another kick in the nuts brought to you by the admins of renforums.

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...You point out a 5 (FIVE) year old post I made that was completely accurate at the time it was posted...so what's your point and what's your problem? I'm going to guess you don't want the post

saying that its Laebi's site?

\*edit\* There I made it more generic. Any other necro-posts you have a problem with?

-Blazer a.k.a. nut kicking admin

The problem with the post was that you took the time to update the link but not the credit. The more generic one is fine, at least it doesn't give him credit that AWOL coward that bailed on everything and everyone.

EDIT:

BTW, the kick in the nuts is because I've paid for ad free unlimited hosting for nearly 2 years....Seeing someone else's name next to it would naturally make a sting.

Especially that persons name.

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Subject: Re: renx vs 3dmax  
Posted by [Blazer](#) on Fri, 28 Mar 2008 22:50:32 GMT  
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What ever happened to laeubi? Wasn't he in the military? Wouldn't you feel bad if he was dead?

P.S. If you need to host that stuff somewhere, I can give you some space for free (for just that, not a seedbox or something lol).

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Subject: Re: renx vs 3dmax  
Posted by [cnc95fan](#) on Fri, 28 Mar 2008 23:46:42 GMT  
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Blazer wrote on Fri, 28 March 2008 16:50What ever happened to laeubi? Wasn't he in the military? Wouldn't you feel bad if he was dead?

P.S. If you need to host that stuff somewhere, I can give you some space for free (for just that, not a seedbox or something lol).

Laeubi is alive.

Although, I speak to him every now and again, he really isn't interested in Renegade anymore

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Subject: Re: renx vs 3dmax  
Posted by [LR01](#) on Sat, 29 Mar 2008 12:54:21 GMT  
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about renx and 3ds max, I really dont see the big differnce  
well yes, max has more shapes and modifiers, and it can render  
but when you dont know how to use all these extra's  
well, you can use max the show off what you make, but it wont look like that ingame

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