Subject: Level editor
Posted by Comic-Man on Tue, 09 Dec 2008 03:50:54 GMT
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I want to make my own levels, and wondering what Program anyone would Recommend .

Subject: Re: Level editor
Posted by Sn1per74* on Tue, 09 Dec 2008 04:02:44 GMT
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Level Edit & 3ds Max (or GMax)

Subject: Re: Level editor
Posted by Di3HardNL on Tue, 09 Dec 2008 08:26:05 GMT
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Definitely use 3ds Max.

You can download a free trial of it in here (works 30 days)
http://renhelp.net/index.php?load=Downloads&

Subject: Re: Level editor
Posted by Reaver11 on Tue, 09 Dec 2008 14:09:39 GMT
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You will probably end up using gmax. 30 days are gone in no second

Gmax does basically everything you will need to make a map.

Subject: Re: Level editor
Posted by LR01 on Tue, 09 Dec 2008 14:36:31 GMT
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Reaver11 wrote on Tue, 09 December 2008 15:09You will probably end up using gmax. 30 days are gone in no second

Gmax does basically everything you will need to make a map.

yea, but Gmax, well you can't do much with it, though Gmax is great to begin with

Subject: Re: Level editor
Posted by Comic-Man on Wed, 10 Dec 2008 01:58:30 GMT
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Witch would be more user freindly though?

Subject: Re: Level editor
Posted by Omar007 on Wed, 10 Dec 2008 08:23:31 GMT
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I have both and i diffinetly say 3DSMax pwns

Subject: Re: Level editor
Posted by Gen_Blacky on Wed, 10 Dec 2008 18:29:18 GMT
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3ds max is more user friendly but is not free , gmax can do everything you need to do in renegade.

Subject: Re: Level editor
Posted by Comic-Man on Thu, 11 Dec 2008 04:32:26 GMT
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I'd rather pay a price than be stumped on gmax (I already have) and i dont know how to use it. I'll try 3ds max.