Subject: 3ds Max
Posted by escelade3 on Tue, 23 Apr 2013 15:45:24 GMT
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So I am about to graduate and can download a free version of 3ds Max that lasts for 3 years .
Which one would be best for renegade maps, 2010, 2011, 2012, 2013

I'm assuming the newest version would be best but I'm not sure if it is too new to be able to edit
renegade if that makes sense.

Thanks for the input.

Subject: Re: 3ds Max
Posted by N1warhead on Tue, 23 Apr 2013 16:03:11 GMT
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To mod Renegade unless something has changed I do not know yet, you have to have 3ds max 8
to make models and stuff for renegade. However, I haven't been to active in renegade modding
recently, so something might have changed.

However - Obviously the newest would be the best you could get as it offers more features that
older versions do not, I still think 3ds max 8 is the easiest to use. I had 3ds max 2013 before, it
makes things more complicated than 8 does.

But like I said, newer versions will always offer more features than older versions or else why
would they make it if it's worse than the older one?

(Oh by the way, I heard, haven't looked into it yet, but I heard 2014 will be out soon) so if you can
get that I would if I was you.

Subject: Re: 3ds Max
Posted by escelade3 on Tue, 23 Apr 2013 16:05:38 GMT
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Yea I know the newest version will be the best, but I didn't know if the 2010 would be more
compatible with Renegade. Since I can't get 8 I might as well just get the newest version. Also it
only allows me to get 2013 not 2014.

Subject: Re: 3ds Max
Posted by N1warhead on Tue, 23 Apr 2013 16:10:30 GMT
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(AS FAR) as I know it won't work. just look on google or search the forums for a renegade w3d
exporter 3ds max 2010 and see if you can find something. (Or different key words that make it

more specific.)

But if I am correct nothing has changed and you still have to use 3ds max 8.

In a long term investment 2013 will be better to use. To bad you can't get 8. It's very computer friendly doesn't stress her out lol. I got a 1.6 Processor with like 712 ram and I can build high poly scenes, but on 2013 I can build half of what I normally could.

Subject: Re: 3ds Max
Posted by Aircraftkiller on Tue, 23 Apr 2013 16:17:31 GMT
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N1, please stop giving out incorrect advice. You can create models with any program for use in Renegade. The only issue is that you need to export the models you've created into a format that Max 8 can work with, or gMax. I normally work in the latest version of 3D Studio and export to Max 8 via *.OBJ.

Subject: Re: 3ds Max
Posted by N1warhead on Tue, 23 Apr 2013 22:56:28 GMT
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Dude wtf is ur issue with me, this is the reason you got banned before. Whats the point of using both maxes when you can just use 8. Therefore 2013 is irrelevant if he can't get 8. Therefore it will not work. It's common sense you can export to different format and import into 8, however if he can't get 8, 2013 is IMPOSSIBLE to work for exporting models to renegade.

Subject: Re: 3ds Max
Posted by escelade3 on Wed, 24 Apr 2013 00:52:00 GMT
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Yea I won't have access to max 8 so I might as well just stick with RenX for now. Its not a terrible program to work with since the detail that you can put in renegade is extremely low anyways.

Thanks for the advice

Subject: Re: 3ds Max
Posted by Aircraftkiller on Wed, 24 Apr 2013 01:35:53 GMT
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N1warhead wrote on Tue, 23 April 2013 18:56Dude wtf is ur issue with me, this is the reason you got banned before. Whats the point of using both maxes when you can just use 8. Therefore 2013 is irrelevant if he can't get 8. Therefore it will not work. It's common sense you can export to

different format and import into 8, however if he can't get 8, 2013 is IMPOSSIBLE to work for exporting models to renegade.

My problem with you is that you give out incorrect advice. Instead of blaming me because you're wrong, start being right. Then I won't need to correct you.

The point of using Max 2013 is that it's a better program than Max 8 is. Here's a quick list of why it's better:

It uses the Nitrous graphics driver to speed up runtime development and allows you to preview lighting and shadows in the viewports.

It's optimized for larger scenes and handles geometry better.

It doesn't corrupt files anywhere near as much as Max 8 did, and corrupted files are not a complete waste like they were in Max 8.

It supports 64 bit processors.

That's a short list, but it's enough to want to work with 2013 versus 8 for most of your development. I use 2013 at work on a daily basis, and I've used Max since version 4.2 in 2001. I know what I'm talking about, you don't. It's pretty clear cut.

Again, you're giving out incorrect information. You can work with Max 2013 and export to *.3DS to import into gMax so you can apply Renegade materials and set your terrain/models up for the game engine.

Subject: Re: 3ds Max
Posted by Troll King on Wed, 24 Apr 2013 08:18:01 GMT
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I sense tension.

Subject: Re: 3ds Max
Posted by N1warhead on Wed, 24 Apr 2013 13:56:36 GMT
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There is, last night I just press the ignore messages from this user button.. I ain't got time for him.... It happened years ago, and I don't even know why. He's just always had a thing against me. Even before I ever gave any kind of advice, when I modeled stuff he'd have something to complain about just because he thinks he's the god of anything to do with modeling. He got banned from here because of ignorance and hate towards a lot of people. But I won't say anymore because this thread is not to flame him.

EDITED - And RenX is ok, if you get used to Max, RenX is like wtf is this sh** lol.

Subject: Re: 3ds Max
Posted by Aircraftkiller on Wed, 24 Apr 2013 23:39:34 GMT

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I don't even know you lol

I just don't like it when people (such as yourself, for instance) give bad advice. Feel free to "ignore" my posts if you want to bury your head in the sand, or you could put your ego aside and learn something.