Subject: Question to Modders and To General Community...
Posted by Madtone on Wed, 09 Apr 2003 03:46:47 GMT
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Some of you know that i have started to upload my models to ModX, but i don't seem to be getting feedback.

Now im not sure if i carry on uploading the models if no-one use's them, and if you are using them how am i meant to know, i don't get any feedback saying your using them?

please vote in this poll http://modx.renevo.com/showthread.php?s=&threadid=198. The results of this poll will determine weather i will upload the other 26 models i have on my hard disk. These models are guns, buildings, vehicles and misc items.

Please vote

Subject: Question to Modders and To General Community...
Posted by Dante on Wed, 09 Apr 2003 04:38:01 GMT
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polys are too high, no textured versions displayed, and all are .max

people are lazy, don't have 3ds, and usually just look past untextured screenies...

nice work though, keep it up, they will get downloaded...

btw, try to keep replies in the forum you post the link to, not drag huge discussions into ModX, thanks

Subject: Question to Modders and To General Community...
Posted by Madtone on Wed, 09 Apr 2003 23:21:26 GMT
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umm, well i have only just recently started to make high polyonal models because i think Ren may be able to handle it.

they are .3ds not a .max, so that means you can import them into Gmax.

i guess i can make a skin for each one and then make it availabel to download and edit.

ummm i can't think of anymore, and sorry about bring it over to ModX.

Thanks Dante for the reply!