
Subject: *Max

Posted by [boma57](#) on Thu, 21 Aug 2003 15:52:24 GMT

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Okay, this question is going to sound extremely inane, so don't be ignorant and not read the entire thing.

What are the differences between 3DSMax and GMax?

Now, I've used both programs, and I know the differences in the interface and features, that's not what I'm talking about.

What I want to know is the functionality differences between the two. I'm asking because 3DSMax is giving me extensive problems while GMax and RenX are not. I've asked everyone and sought out a fix everywhere that I can think of (Discreet, Protonic, extensive web searches, other tech support lines), but no one can help me, so I guess I'm on my own.

It would be extremely helpful though, in rooting out the problem if someone well-educated in the way both programs work could give me a list of differences in the way the programs do different things.

I'm well aware that 3DSMax is a much larger program and would tend to run slower than GMax, but it's much more than that. After opening it, my system resources begin to spike and the quality of system performance degrades pretty rapidly afterwards, whether I close 3DSMax or not, only fixable by restarting.

The problem started after I upgraded my graphics card (ATI Radeon 9500 Pro), but I also formatted before installing. Because of these two things, I figured the biggest possibility was an unstable driver or something, but I've reinstalled and updated drivers several times.

Any help is appreciated.

Subject: *Max

Posted by [xSeth2k2x](#) on Thu, 21 Aug 2003 15:56:24 GMT

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Im not really a pro with them but i use 3ds max because it can render and gmax/renx is all choppy on my computer so i only use gmax/renx to bone

PS: i think i saw that prob on discreet forums or faq

Subject: *Max

Posted by [boma57](#) on Thu, 21 Aug 2003 16:00:42 GMT

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Okay, I haven't let it pan out yet, but it appears as if the problem isn't going to manifest itself under OpenGL...

I had been using Direct3D, but I also use that in GMax with no problem.

Subject: Re: *Max

Posted by [Griever92](#) on Fri, 22 Aug 2003 08:23:52 GMT

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you are using the Heidi -> ZBuffer Right?
