
Subject: Worldcraft Mapping Vs Gmax Mapping
Posted by [Anonymous](#) on Fri, 25 Oct 2002 18:04:00 GMT
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Yes, Gmax is pretty much 3Ds max light, i think its pretty much the same program without the rendering features. To use it with Renegade some of the texture features have changed, but if you know how to use 3Ds, it should be easy to pick up. Gmax also has a .3ds import feature, so you can use max objects.If you wanna start Renegade modding here is a really good collection of tutorials:<http://www.planetcnc.com/rmnm/>This is the best tutorial site i have found. Hope it helps!
