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Subject: Gmax...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 11:03:00 GMT

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Gmax's bugs are prity much the same bugs that 3dsmax has as far as i have seen. Underneath westwood's customization of gmax, they are, for all intents and perposes the same program, except that Gmax dosnt have a render feature, and has different save file options. Basicly, its just a customised version of 3dsmax. One thing that i've noticed is that the RenX toolset for Gmax introduced several strange bugs into the mix, compared to the unmodified Gmax, particularly with the material editor and browser. Nothing insane, just kinda iritating stuff. Anyhow, if you ever have to use 3dsmax youll find that you encounter the same strangeness. Sometimes it seems like the program has a different set of bugs on each machine that runs it. But for all that, its one of the most powerful modeling tools out there, and very few of the bugs are catastrophic in nature, so it is worth muddeling through.

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