Subject: Re: How add buildings in renx?
Posted by Oblivion165 on Sun, 26 Jun 2005 10:33:26 GMT
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RenX IS GMax. It will load .Gmax Files.

All your camera tools are in the very bottom right of the screen.

In RenX goto~File~Open, then open the file "Tutorial_Buildings.gmax" file.

It should look like this:

Then Export the file, just like this:

Make sure where it says "Save Type" Put .w3d