
Subject: Re: Renegade Buildings in 3DS Max?
Posted by [Halo38](#) on Tue, 07 Nov 2006 19:36:30 GMT
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Sorry this has taken so long been very busy

I'm not sure if any of you will be able to open this max file though, I have had problems with this for ages and very few people can seem to open any max files i send them. But your all welcome to try, if I ever upgrade to max8/9 i'll trying uploading it again.

I also converted neosaber's exploding tiberium silos, but i don't see the harm of including them in this file you'll still need the w3d animations he made from the download to get them to fully work I have just converted the renx model that will pull in the animations - thumbs up to neosaber for them

download max file here --> http://www.chettle1.com/preview/ren_buildings_max.zip

*note - the AGT is facing the correct way in this file & the layout is the one used in arid feel free to move the buildings around.
