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Subject: RENX

Posted by [Anonymous](#) on Tue, 22 Oct 2002 05:03:00 GMT

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Can anyone tell me how to make renx (gmax + ren gamepack) open in 3dstudio max instead ? If its possible ThanxDunt.

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Subject: RENX

Posted by [Anonymous](#) on Tue, 22 Oct 2002 06:24:00 GMT

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RensX is made for GMax i have not heard anything about them releasing any Mod. plugin for 3DSMaxZelord

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Subject: RENX

Posted by [Anonymous](#) on Tue, 22 Oct 2002 06:35:00 GMT

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All you have to do is make your map in 3D Studio Max and save it in .3ds format. Then you open RenX and go to file>import and select the map you were working on. Am I wrong? [ October 22, 2002, 06:36: Message edited by: rjs87 ]

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Subject: RENX

Posted by [Anonymous](#) on Tue, 22 Oct 2002 07:59:00 GMT

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Your not wrong rjs, but that's not what he's trying to do. In fact its the opposite of what he's trying to do. There is a way to open a .gmax file in 3ds, but you'll have to search the forums to find that answer, sorry I don't remember. As far as opening the renx gamepack in 3ds, that is not possible.-Bumpaneer

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Subject: RENX

Posted by [Anonymous](#) on Wed, 30 Oct 2002 12:00:00 GMT

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Thx Bumpaneer. Will go search

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Subject: RENX

Posted by [Anonymous](#) on Thu, 31 Oct 2002 11:07:00 GMT

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gmax is only designed to either work in conjunction with a gamepack (like renx) or simply for basic modelling practice. If you found a way to get a gmax file into another program it would be illegal. Westwood paid a lot of money to license a gamepack for gmax. Discreet want to ensure that the gmax files we create for free dont end up in any other programs other than the ones game developers pay for.

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Subject: RENX

Posted by [Anonymous](#) on Thu, 31 Oct 2002 16:41:00 GMT

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quote:Originally posted by blaxsaw:gmax is only designed to either work in conjunction with a gamepack (like renx) or simply for basic modelling practice. If you found a way to get a gmax file into another program it would be illegal. Westwood paid a lot of money to license a gamepack for gmax. Discreet want to ensure that the gmax files we create for free dont end up in any other programs other than the ones game developers pay for. Why would they get mad for taking Gmax, free version of 3DSMax, and put it into 3DSmax that you already paid for?

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