Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 13:30:00 GMT
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When in GMax or Level Edit, how do you take a screenshot of what your working on???   And once you take it, where does it get saved on your computer?

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 13:34:00 GMT
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thats right!!! we have a site and its working 100\%.well so far its kinda empty. there isnt anything in it so far yet. here is the link to REDAGADE

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 13:53:00 GMT
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Hit print screen (2 above teh delete key) and tehn go into paint and hold down CTRL+V and then save it to your hard drive

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Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 13:59:00 GMT
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Thanks man!

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 14:01:00 GMT
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thats what us NON-n00bies are for, no problem

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 14:36:00 GMT
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Oh by the way, WE NEED BETA TESTERS, and like one texturer.

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 14:52:00 GMT
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personally i take my screenshots in the W3D viewerin that way. IF you use gmax to take screenshots the alpha-blending dosent show up as it will in-game. If you use level-edit you get toolbars in the right hand toolbar in the way which blocks most of the screenshot. As far as i know you cant change its size for some reason.

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 14:54:00 GMT
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I WILL BETA TEST!!!!

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 14:55:00 GMT
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<----beta im up to the challange of BETA!

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 15:03:00 GMT
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me to, to beta test

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 15:16:00 GMT
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MSN *bing* *light bulb*

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 15:29:00 GMT
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Oh, yah and these positions are still open, modeling, texturing, and beta testing.

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 15:48:00 GMT
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Ill Beta Test..

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 16:10:00 GMT
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IN =D

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 16:10:00 GMT
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btw... we need a character modeler

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 17:50:00 GMT
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Sorry about that, but the beta job opening is closed.

Subject: Screenshots
Posted by Anonymous on Sat, 30 Nov 2002 20:08:00 GMT
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Hey guys, good luck in that mod. If i wasn't so busy with my mod and trying to get
www.cncex.com off the ground i wouldn't mind helping in any way, but i'll make sure to follow your
mod and report news on it once cnc explosion is up
=)(http://home.earthlink.net/~mmailman/images/cncex_layout.jpg) thats wat we got so far

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Subject: Screenshots
Posted by Anonymous on Sun, 01 Dec 2002 13:22:00 GMT
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today or tommoro i will update the site and you might find some suprises in it.