
Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Thu, 09 Jan 2003 01:07:00 GMT

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Excellent work! For those wondering why Glacier Flying isn't included...I own it, and I specifically requested that it not be converted.

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Thu, 09 Jan 2003 02:56:00 GMT

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I know this is probably a stupid question, but where are the textures for all those buildings?

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Thu, 09 Jan 2003 03:02:00 GMT

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always.dat, buildings.zip, always2.dat, uhmm... .mix files... uhmmwhere ever you can get them, i mostly put these up for the contained meshes, and you could use what ever from them

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Thu, 09 Jan 2003 06:57:00 GMT

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nice work...

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Thu, 09 Jan 2003 10:52:00 GMT

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quote:Originally posted by aircraftkiller2001:Excellent work! For those wondering why Glacier Flying isn't included...I own it, and I specifically requested that it not be converted. Yes fair enough ACK not wanting your map put in. Only if westwood were like that we would have a real modding community.

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Thu, 09 Jan 2003 11:17:00 GMT

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For those of you with 3D Studio, just extract all your Renegade textures to your /maps directory,

and you can see the textured meshes. I can't get it to render though - it only renders untextured meshes. I know it's something simple I've forgotten to do, but it always is, isn't it?

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Thu, 09 Jan 2003 12:17:00 GMT

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http://di.ww-unleashed.com/MP_Terrain_Max/ enjoy [January 09, 2003, 00:18: Message edited by: Dante]

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Thu, 09 Jan 2003 13:50:00 GMT

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quote:Originally posted by PiMuRho:For those of you with 3D Studio, just extract all your Renegade textures to your /maps directory, and you can see the textured meshes. I can't get it to render though - it only renders untextured meshes. I know it's something simple I've forgotten to do, but it always is, isn't it? Check the texture options. I'll check it out on max 5 and see if it does that. Its been a while but I think I can find out whats wrong.

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Thu, 09 Jan 2003 14:15:00 GMT

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I checked everything I could think of (Max 4.2) - the textures will show up in the editing windows, but not in a render.

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Thu, 09 Jan 2003 21:43:00 GMT

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Excellent job there Dante!

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Fri, 10 Jan 2003 00:39:00 GMT

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Thank you, Dante

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Fri, 10 Jan 2003 09:38:00 GMT

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Excellent Work Dante, hope you get the Mod Exchange back soon. BTW was this the goodies that you mentioned a while back that you had been working on?

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Fri, 10 Jan 2003 09:54:00 GMT

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uhmmm, no...i got alot in my sleeve... stay tuned for more...

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Fri, 10 Jan 2003 16:49:00 GMT

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3ds Max? No gmax?

Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Fri, 10 Jan 2003 16:55:00 GMT

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gmax versions are coming aparently. But, there is a lot of work to be done, they basicly have to be re-textured by hand aparently.
