
Subject: Renegade Levels!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:03:00 GMT

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Can't you import 3ds files into Gmax?

Subject: Renegade Levels!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:07:00 GMT

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Apparently not.

Subject: Renegade Levels!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:09:00 GMT

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I'm sorry, I'm not that familiar with RenX; Ask me anything about LevelEdit and I can do it

Subject: Renegade Levels!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:13:00 GMT

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Well, maybe you can answer this.... You know the bridges in Field? Where can i get em? (I wanna put them into my level.

Subject: Renegade Levels!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:43:00 GMT

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This is a question for Dante; Ask him to extract it, he's done a lot of stuff like this.

Subject: Renegade Levels!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 17:10:00 GMT

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K, what do you suggest, i e-mail him (whats his address??) or should i send a private message?

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 00:15:00 GMT

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DOes anyone have the Gmax or Renx original Renegade level files that they can give to me?

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 00:16:00 GMT

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You can download this at Westwood's FTP.

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 00:22:00 GMT

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Thanks, but how do i get them to open or convert to Gmax (Renx) files? (They come in Level Edit files)

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 00:25:00 GMT

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I just opened them in Level Edit and added stuff from there; I think Dante released some stuff with this...Copy this url in your browser:code:http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic;f=5;t=025845

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 00:36:00 GMT

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Thanks man, but hose are 3d's Max files, i dont have that. I'm using Renx. Do you know of any RENx level files?

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 01:17:00 GMT

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as far as getting ALL of them.. would take me forever, as i have to retexture them...but specific parts... npyou want the bridges from field??? explain, the ones over the ravine?

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 03:42:00 GMT

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quote:Originally posted by maytridy:Thanks man, but hose are 3d's Max files, i dont have that. I'm using Renx. Do you know of any RENx level files?Those are not 3ds max files. They are .max files, which is GMax/RenX native format. 3DS Max files are .3ds.

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 04:33:00 GMT

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.3ds files are 3d studio files.max files are 3d studio max files*.gmax files are gmax files

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 04:37:00 GMT

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I stand corrected My brain was just telling me that Dante had converted those to gmax..and my fingers obeyed

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 14:51:00 GMT

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quote: *.3ds files are 3d studio files*.max files are 3d studio max files*.gmax files are gmax files
THanks, didn't know that [January 11, 2003, 14:53: Message edited by: maytridy]

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 14:53:00 GMT

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I would like the bridges that go over the river in field. Also, do you think you could give me the waterfall mesh too? (You dont need to re-texture the waterfall, i just want the mesh)Thanks, e-mail me at Maytridy@rochester.rr.com or private message me.

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sat, 11 Jan 2003 20:56:00 GMT

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wtf, the bridges in feild are so mickey mouse to make. make a box, with 2 boxes as legs, delete

the polys you wont be able to see. then texture it. Is this hard?

Subject: Renegade Levels!

Posted by [Anonymous](#) on Sun, 12 Jan 2003 13:44:00 GMT

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I just don't want to remake it dude. [January 12, 2003, 15:37: Message edited by: maytridy]
