

---

Subject: 3D Studio Max 9

Posted by [Zion](#) on Fri, 20 Oct 2006 16:27:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Guess what everyone?

3D Studio Max 9 Trial is out!!!! and it's great!

Renders take seconds not minutes,  
The viewport renders are about 300 fps, not 60 fps,  
Faster load time.

It can be found here.

---

---

Subject: Re: 3D Studio Max 9

Posted by [jnz](#) on Fri, 20 Oct 2006 16:37:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

cool, i will not download until the proper version is out. so i can jst get the full version...(\*cough\*  
\*cough\*)

---

---

Subject: Re: 3D Studio Max 9

Posted by [icedog90](#) on Fri, 20 Oct 2006 18:28:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Interesting... gotta try it soon.

---

---

Subject: Re: 3D Studio Max 9

Posted by [totalhavok](#) on Fri, 20 Oct 2006 21:27:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Merovingian wrote on Fri, 20 October 2006 12:27: Guess what everyone?

3D Studio Max 9 Trial is out!!!! and it's great!

Renders take seconds not minutes,  
The viewport renders are about 300 fps, not 60 fps,  
Faster load time.

It can be found here.

DOH!!! That's great, just after I finally scraped up enough cash to get a copy of Back Burner for Irix, so I could render on my SGI Octane box!!!! Damn it!

---

---

Subject: Re: 3D Studio Max 9  
Posted by [Kamuix](#) on Fri, 20 Oct 2006 23:31:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Is it true tht a program called Blender is better than 3dsmax?

---

Subject: Re: 3D Studio Max 9  
Posted by [Blazea58](#) on Fri, 20 Oct 2006 23:59:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well blender is an open source 3d modeling program and i would say its just as good as 3dsmax, just its more so about preference. For oblivion alot of the modders choose blender for models rather then 3dsmax. Blender can do alot of amazing things though.

Anyways , its good to see another version of 3dsmax out, i will be getting that as well.

---

Subject: Re: 3D Studio Max 9  
Posted by [icedog90](#) on Sat, 21 Oct 2006 00:20:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, Blender is indeed a good program. I just haven't taken the time to get used to it, since it's so different from how 3dsmax works.

---

Subject: Re: 3D Studio Max 9  
Posted by [Kamuix](#) on Sat, 21 Oct 2006 00:22:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I never actually tried the program yet, I just heard that from someone and wanted to hear some more opinions

---

Subject: Re: 3D Studio Max 9  
Posted by [Spyder](#) on Sat, 21 Oct 2006 09:10:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have it and it rocks!

I shall give the download link below. I hope it'll work:P  
<http://trialdownload.autodesk.com/3dsmax/trial/3dsmax9Trial.exe>  
<http://trialdownload.autodesk.com/3dsmax/trial/3dsmax9Trial.exe>

If that one doesn't work try this one:  
<http://nct.digitalriver.com/fulfill/0049.050/download/2006-8>

---

---

Subject: Re: 3D Studio Max 9  
Posted by [JeepRubi](#) on Sat, 21 Oct 2006 23:53:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yay, ill get it and do some google \*cough\*\*cough\*ing

---

---

Subject: Re: 3D Studio Max 9  
Posted by [Zion](#) on Sun, 22 Oct 2006 01:04:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Jeep Rubi wrote on Sun, 22 October 2006 00:53Yay, ill get it and do some google \*cough\*\*cough\*ing

I already have the \*cough\* for it, made by the same one that does 3dsmax 8 and they all work .

Me and oblivion are trying to get the w3d tools to work with this, since it's saying that it can't find Max2w3d.dle.

Also, does anyone else get 5 errors at the start when they boot it up? Some thing like macros or something never took time to read what they meant.

---

---

Subject: Re: 3D Studio Max 9  
Posted by [Spyder](#) on Sun, 22 Oct 2006 08:05:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

W3D Importer works... Exporter? Nah...

---

---

Subject: Re: 3D Studio Max 9  
Posted by [icedog90](#) on Tue, 24 Oct 2006 23:57:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well, it takes longer to load for me, and render times are exactly the same. I don't know where you got the short render time idea from. It is mainly determined by the CPU speed.

---

---

Subject: Re: 3D Studio Max 9  
Posted by [Zion](#) on Wed, 25 Oct 2006 00:13:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I very recently got dual core so.... go figure

---

---

Subject: Re: 3D Studio Max 9

Posted by [icedog90](#) on Wed, 25 Oct 2006 00:40:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

then that explains everything.

---

---

Subject: Re: 3D Studio Max 9

Posted by [jnz](#) on Wed, 25 Oct 2006 00:41:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i have had a dual core laptop about a week ago but still i havnt p1r373d it yet.

---

---

Subject: Re: 3D Studio Max 9

Posted by [icedog90](#) on Wed, 25 Oct 2006 05:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Where the hell is the polygon counter? I totally can't find it in this version.

---

---

Subject: Re: 3D Studio Max 9

Posted by [Zion](#) on Wed, 25 Oct 2006 12:33:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Me neither.

I'll try to get the max script from max 8 and see if it works.

---

---

Subject: Re: 3D Studio Max 9

Posted by [icedog90](#) on Wed, 25 Oct 2006 22:52:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

okay, thanks.

---

---

Subject: Re: 3D Studio Max 9

Posted by [Dave Anderson](#) on Fri, 27 Oct 2006 04:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have recently tried 3D Studio Max and Icedog has been kind enough to show me how to make a basic model and render it. I find 3D Studio Max to be a very good tool.

---

---

Subject: Re: 3D Studio Max 9

Posted by [nopol10](#) on Fri, 27 Oct 2006 09:52:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

3ds Max 9 beats all the other 3D modelling programs out there. It's not laggy like Maya or anything.

---

---

Subject: Re: 3D Studio Max 9

Posted by [icedog90](#) on Sat, 28 Oct 2006 08:50:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Blender is really good, and pretty much just as powerful as 3ds max. Unfortunately for me learning Blender is like switching my dominant hand.

---

---

Subject: Re: 3D Studio Max 9

Posted by [Gen\\_Blacky](#) on Tue, 20 Mar 2007 00:43:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

any news about a w3d export i have 1 but it dont work even with the fix i have SW3D\_Exp.dle

---

---

Subject: Re: 3D Studio Max 9

Posted by [Halo38](#) on Tue, 20 Mar 2007 19:15:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

icedog90 wrote on Wed, 25 October 2006 01:58 Where the hell is the polygon counter? I totally can't find it in this version.

Thought I'd pass this info on...

customise --> viewport configuration To change and display statistics of a scene or selected objects.

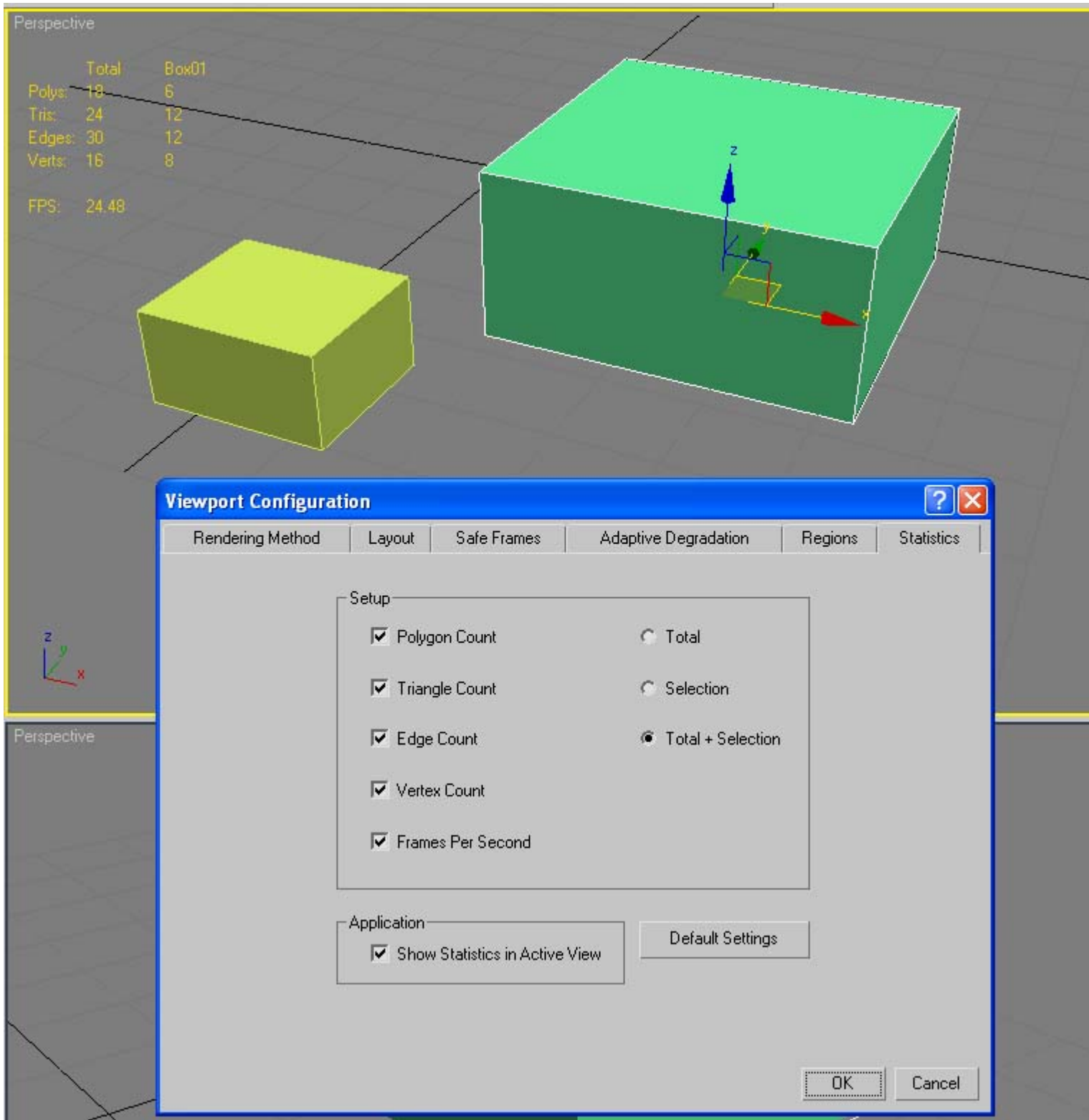
I feel it's a bit more user friendly and convenient than the polgon counter floater, try it

---

## File Attachments

1) [stats.jpg](#), downloaded 891 times

---



---

Subject: Re: 3D Studio Max 9  
Posted by [JeepRubi](#) on Wed, 21 Mar 2007 22:37:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Works great but how do I make it appear every time I start max? I keep having to press 7.

---

---

Subject: Re: 3D Studio Max 9

Posted by [Sn1per74\\*](#) on Thu, 22 Mar 2007 01:52:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

How do I get the 32 bit version of it? My computer can't handle the 64 bit version.

Edit: Nvm I got it!

---

---

Subject: Re: 3D Studio Max 9

Posted by [Halo38](#) on Thu, 22 Mar 2007 13:18:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Jeep Rubi wrote on Wed, 21 March 2007 17:37Works great but how do I make it appear every time I start max? I keep having to press 7.

If you save a file with the statistics turned on your preferences will be remembered

---

---

Subject: Re: 3D Studio Max 9

Posted by [Dave Anderson](#) on Fri, 23 Mar 2007 05:16:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Very useful information. Thanks.

---

---

Subject: Re: 3D Studio Max 9

Posted by [Dave Anderson](#) on Sat, 24 Mar 2007 19:33:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Halo38 wrote on Thu, 22 March 2007 07:18Jeep Rubi wrote on Wed, 21 March 2007 17:37Works great but how do I make it appear every time I start max? I keep having to press 7.

If you save a file with the statistics turned on your preferences will be remembered

I tried that, but I keep having to press 7 each time as well. ./

---