Subject: GMAX

Posted by FireRescue343 on Fri, 06 Jul 2007 15:49:27 GMT

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can someone tell me how to use GMAX i have no idea whatso ever.

Subject: Re: GMAX

Posted by inz on Fri, 06 Jul 2007 15:50:08 GMT

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http://www.renhelp.net <--- thats how you use it

Subject: Re: GMAX

Posted by YSLMuffins on Fri, 06 Jul 2007 18:27:39 GMT

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Start by exploring the program! Mess around creating random models. Get your hands dirty.

Subject: Re: GMAX

Posted by npadul30 on Fri, 06 Jul 2007 19:14:10 GMT

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Well you and me are in the same boat! Yes you shold go to www.renhelp.net and you should also mess with every thing that you see!

Subject: Re: GMAX

Posted by Zion on Sat, 07 Jul 2007 01:24:42 GMT

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http://www.turbosquid.com/gmax

Download the help and tutorials files from there. Then when you more confident follow YSLMuffins advice.

Subject: Re: GMAX

Posted by FireRescue343 on Sat, 07 Jul 2007 16:00:26 GMT

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ty for the help one other thing though, its been a while since ive modded and i forgot how or where i put my costume LE maps like a map where a nod apache is a banshee and gdi's turrets are like

turret towers,i know it has to do with saving them somewhere but i dont know where can someone tell me what i have to do to get my own map in renegade again? ps sorry for asking so many questions ive never really been good at this.

Subject: Re: GMAX

Posted by FireRescue343 on Sun, 08 Jul 2007 19:13:41 GMT

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hello again???

Subject: Re: GMAX

Posted by FireRescue343 on Tue, 10 Jul 2007 17:37:48 GMT

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hello?!?!?!?!?!?!?!?!?!?!

Subject: Re: GMAX

Posted by jamiejrg on Tue, 10 Jul 2007 17:53:58 GMT

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Stop spamming.

Second, do what everyone else on this forum that models did. Play around with the dang program. It took me years to get to the point where i'm comfotable with modeling and even now i'm still learning new techniques. I have only scratched the surface i'm sure.

Jamie

Subject: Re: GMAX

Posted by FireRescue343 on Tue, 10 Jul 2007 18:29:03 GMT

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no not that i ment help with the last post

Subject: Re: GMAX

Posted by Zion on Wed, 11 Jul 2007 08:55:53 GMT

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Place the w3d file in your mods root folder. If it's a map add it to the Terrain preset branch then 'make' the map.

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