
Subject: renx toolbars

Posted by [HORQWER](#) on Fri, 27 Jul 2007 00:39:51 GMT

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guys can u tell me some usefull toolbars on renx and tell me what they do
i know how to make models but they dont look right so made there is some thng good that i could use

Subject: Re: renx toolbars

Posted by [Sn1per74*](#) on Fri, 27 Jul 2007 00:57:35 GMT

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It's not a toolbar, but it's something you can put in the toolbar. It's called boolean. It's VERY helpful.

Subject: Re: renx toolbars

Posted by [jamiejrg](#) on Fri, 27 Jul 2007 01:08:53 GMT

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Boolean is awesome.

Um.. I primarily work with meshes and there are all sorts of mesh deformity tools.

Just convert things to editable meshes and then use some of the tools in the drop down to try and get your desired effect. Once you get the hang of them start using mesh selects and then you can use multiple effects on the same area or different effects on the same mesh but different areas.

Try and get your hands on max tho.

Jamie

Subject: Re: renx toolbars

Posted by [Sn1per74*](#) on Fri, 27 Jul 2007 02:56:11 GMT

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jamiejrg wrote on Thu, 26 July 2007 20:08

Try and get your hands on max tho.

Jamie

Most definately. I reccomend that too.

Subject: Re: renx toolbars

Posted by [c0vert7](#) on Fri, 27 Jul 2007 03:03:33 GMT

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Extrude learn it!

Subject: Re: renx toolbars

Posted by [HORQWER](#) on Fri, 27 Jul 2007 13:48:36 GMT

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i know the boolean tool but i want to know more

Subject: Re: renx toolbars

Posted by [SWNight](#) on Fri, 27 Jul 2007 13:57:24 GMT

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c0vert7 wrote on Thu, 26 July 2007 22:03 Extrude learn it!

The Extrude tool.

Subject: Re: renx toolbars

Posted by [Veyrdite](#) on Sat, 28 Jul 2007 22:50:50 GMT

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mesh select if you're uvw unwrapping and the mirror modifier (as the other one flips the polygons too once you export).

boolean indefinitely, but i just use the toolbar that appears when you press Y.

Open last opened button can also be useful.

If you know how to use maxscript do us all a favour and make a button that creates a bone (see-through 1x1 box, with only bone export selected in w3d export and a window that pops up when you click the button wanting to know the name and coords)
