Subject: how do u ....
Posted by HORQWER on Sun, 16 Sep 2007 16:35:23 GMT
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how do u make building have more polys in 3ds max 8

Subject: Re: how do u ....
Posted by danpaul88 on Sun, 16 Sep 2007 16:49:36 GMT
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..... How about by creating polygons?

Subject: Re: how do u ....
Posted by Oblivion165 on Sun, 16 Sep 2007 16:50:38 GMT
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Its your modeling style that determines your poly count. Typically you want to make things have
less polys on the renegade engine.

Subject: Re: how do u ....
Posted by Sir Kane on Sun, 16 Sep 2007 20:30:56 GMT
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You start by typing words out.

Subject: Re: how do u ....
Posted by jamiejrg on Sun, 16 Sep 2007 20:33:52 GMT
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It's easy!

Steps:
1) Load up your pirated version of 3ds Max 8
2) Load up your desired model
3) Press Alt+f4 to bring up the 'poly add tool'
4) Type in how many you want to add.

Simple !

Jamie

Subject: Re: how do u ....
Posted by Ethenal on Sun, 16 Sep 2007 20:37:13 GMT
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Personally I'd just dump kerosene on my hard drive and light it on fire. That has always worked flawlessly for me.

Subject: Re: how do u ....
Posted by sadukar09 on Sun, 16 Sep 2007 20:39:25 GMT
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HORQWER wrote on Sun, 16 September 2007 11:35how do u make building have more polys in 3ds max 8
You can start by putting a gun near your head then pressing the trigger.

Subject: Re: how do u ....
Posted by jamiejrg on Sun, 16 Sep 2007 20:44:23 GMT
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sadukar09 wrote on Sun, 16 September 2007 15:39HORQWER wrote on Sun, 16 September 2007 11:35how do u make building have more polys in 3ds max 8
You can start by putting a gun near your head then pressing the trigger.

Leaving the exact orientation up to imagenation eh?

Jamie

Subject: Re: how do u ....
Posted by Oblivion165 on Sun, 16 Sep 2007 21:22:46 GMT
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jamiejrg wrote on Sun, 16 September 2007 16:33
1) Load up your pirated version of 3ds Max 8

I think our moderators are getting a little lack luster on piracy in these forums. Thats the 5th time I've seen piracy related comments and not one moderator has taken action or even given a warning on it.

Subject: Re: how do u ....
Posted by R315r4z0r on Sun, 16 Sep 2007 21:32:46 GMT
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It's probably cause this subforum is like the old Cheese sandwich sitting under the fridge.

"You throw it out"
"I'm not touching it... you do it"
"No way, you!"
"No YOU!"

Subject: Re: how do u ....
Posted by Ethenal on Sun, 16 Sep 2007 23:27:32 GMT
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Nice analogy. I haven't seen any action taken against posts involving piracy since I've been reading this forum.

Subject: Re: how do u ....
Posted by Genesis2001 on Mon, 17 Sep 2007 01:03:55 GMT
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Ethenal wrote on Sun, 16 September 2007 17:27Nice analogy. I haven't seen any action taken against posts involving piracy since I've been reading this forum.

I've never seen posts deleted for piracy or other warez...

~MathK1LL

Subject: Re: how do u ....
Posted by HORQWER on Mon, 17 Sep 2007 01:10:55 GMT
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jamiejrg wrote on Sun, 16 September 2007 15:33It's easy!

Steps:
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4) Type in how many you want to add.

Simple !

Jamie
u wanted to treack my
Alt+f4 is for closing programs lol

Subject: Re: how do u ....
Posted by AoBfrost on Mon, 17 Sep 2007 01:17:11 GMT
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Ethenal wrote on Sun, 16 September 2007 16:37Personally I'd just dump kerosene on my hard drive and light it on fire. That has always worked flawlessly for me.

Fire adds heat to the 3ds max engine causing it to create high def models, why else do you think making video games cost soo much? it's the ammount of money used to constanty buy a New PC.

Subject: Re: how do u ....
Posted by Genesis2001 on Mon, 17 Sep 2007 01:31:25 GMT
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HORQWER wrote on Sun, 16 September 2007 19:10jamiejrg wrote on Sun, 16 September 2007 15:33It's easy!

Steps:
1) Load up your pirated version of 3ds Max 8
2) Load up your desired model
3) Press Alt+f4 to bring up the 'poly add tool'
4) Type in how many you want to add.

Simple !

Jamie
u wanted to treack my
Alt+f4 is for closing programs lol

wow, he's actually smartening up

lol

~MathK1LL

Subject: Re: how do u ....
Posted by AoBfrost on Mon, 17 Sep 2007 02:08:39 GMT
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Whats "you wanted to treak my"

it makes no sense!!!!!

Subject: Re: how do u ....
Posted by jamiejrg on Mon, 17 Sep 2007 02:09:21 GMT
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Oblivion165 wrote on Sun, 16 September 2007 17:22jamiejrg wrote on Sun, 16 September 2007 16:33
1) Load up your pirated version of 3ds Max 8

I think our moderators are getting a little lack luster on piracy in these forums. Thats the 5th time I've seen piracy related comments and not one moderator has taken action or even given a warning on it.

It was more a joke considering he trolled us for cracks...

Jamie

Subject: Re: how do u ....
Posted by Zion on Mon, 17 Sep 2007 02:15:06 GMT
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HORQWER wrote on Sun, 16 September 2007 17:35how do u make building have more polys in 3ds max 8

And to think i was going to bring you aboard SCUD Storm...

Subject: Re: how do u ....
Posted by AoBfrost on Mon, 17 Sep 2007 13:23:22 GMT
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This is like asking "how do I buy candy bars?"

You gotta do it somehow, so just do it one way or another, make a new model, or make the model an editable mesh and just mess with it, ot go buy a candy bar and forget this "mod" of yours.

Subject: Re: how do u ....
Posted by F1r3st0rm on Mon, 17 Sep 2007 19:42:41 GMT
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How do I shot web?

Subject: Re: how do u ....
Posted by Gen_Blacky on Sun, 23 Sep 2007 04:27:57 GMT
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tbh why would you want more ploys wouldn't you want to get the least amount of ploys as possible

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Subject: Re: how do u ....
Posted by Ryu on Sun, 23 Sep 2007 06:28:43 GMT
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sadukar09 wrote on Sun, 16 September 2007 15:39HORQWER wrote on Sun, 16 September 2007 11:35how do u make building have more polys in 3ds max 8
You can start by putting a gun near your head then pressing the trigger.

You can start by not being such a prick and stop spamming, Sadukar09.

Subject: Re: how do u ....
Posted by Yourlastmemory on Thu, 27 Sep 2007 23:57:01 GMT
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jamiejrg wrote on Sun, 16 September 2007 15:33It's easy!

Steps:
1) Load up your pirated version of 3ds Max 8
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4) Type in how many you want to add.

Simple !

Jamie

Lol your officially fired from BH studios as their tutorial editor lol

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