
Subject: 3ds max invisible buttons

Posted by [Raptor RSF](#) on Fri, 18 Jul 2008 23:58:56 GMT

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

Hello everyone,

I need the buttons that are not showed on this picture.
(in gmax they are visible at that location.)

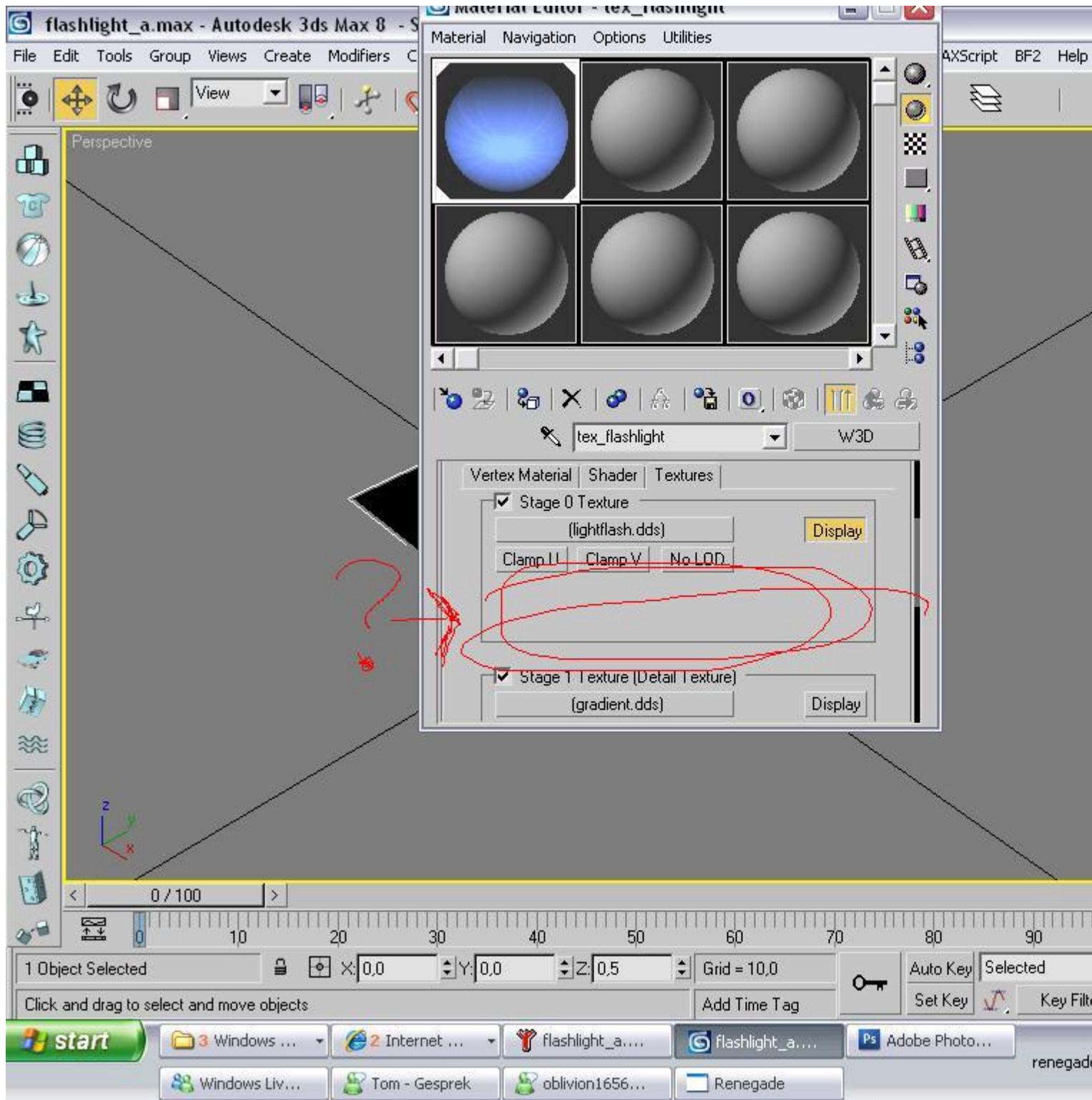
is this a bug!?
any solution / fixes ?

i need realy help becoz this is part of my new tutorial

help is very apriciated!
(credits for helping me will be include the tutorial file if someone gives me the solution)

File Attachments

1) [MWSnap 2008-07-19, 01_13_43.jpg](#), downloaded 749 times



Subject: Re: 3ds max invisible buttons

Posted by [HeavyX101- Left](#) on Sat, 19 Jul 2008 00:15:46 GMT

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

There shouldnt be anything there, i dont have anything there too. You just have to live with that

Subject: Re: 3ds max invisible buttons
Posted by [Veyrdite](#) on Sat, 19 Jul 2008 00:52:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Max versions of the Importer and Exporter aren't as good as the Renx counter-parts.

Subject: Re: 3ds max invisible buttons
Posted by [HeavyX101- Left](#) on Sat, 19 Jul 2008 03:00:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

But 3ds max 8 is way better than Renx, i use 3ds max 8 all the time

Subject: Re: 3ds max invisible buttons
Posted by [mr£Ä\\$Ä-z](#) on Sat, 19 Jul 2008 09:06:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

I need help how to create a WORLDBOX in 3D Studio Max. On renhelp they took the Worldbox from the mammoth tank (in RenX) but when i do that in 3D Studio Max then i can see the worldbox ingame...

Subject: Re: 3ds max invisible buttons
Posted by [Veyrdite](#) on Sat, 19 Jul 2008 09:28:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Sat, 19 July 2008 19:06I need help how to create a WORLDBOX in 3D Studio Max. On renhelp they took the Worldbox from the mammoth tank (in RenX) but when i do that in 3D Studio Max then i can see the worldbox ingame...
Set its W3D export settings to Hide

Subject: Re: 3ds max invisible buttons
Posted by [Slave](#) on Sat, 19 Jul 2008 10:51:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ignore those missing buttons, those are never used anyway.
Refer to RenegadeModTools\HowTo\W3D Tutorials\content\m_textures.htm to read what they supposedly do.

Subject: Re: 3ds max invisible buttons
Posted by [Raptor RSF](#) on Sat, 19 Jul 2008 11:30:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

i need to get them for the a flashing light
the light won't flash without those nessesary buttons,
it will only stay as a normal light.

any ideas how to bypass this?

Subject: Re: 3ds max invisible buttons
Posted by [danpaul88](#) on Sat, 19 Jul 2008 11:43:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

You could always export your light in RenX and use the buttons in there...

Subject: Re: 3ds max invisible buttons
Posted by [Raptor RSF](#) on Sat, 19 Jul 2008 19:15:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

my problems are solved
my mistake

tutorial about flash lights coming soon
