
Subject: G-max editor
Posted by [Comic-Man](#) on Thu, 27 Nov 2008 23:59:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Anybody know where I can find the gmax editor for free?
Iv'e been meaning to get it for awhile.

Subject: Re: G-max editor
Posted by [samous](#) on Fri, 28 Nov 2008 00:53:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

gmax ius free... just google it.

Subject: Re: G-max editor
Posted by [Lone0001](#) on Fri, 28 Nov 2008 01:16:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.renhelp.net/downloads/gmax12.exe>

Subject: Re: G-max editor
Posted by [Altzan](#) on Fri, 28 Nov 2008 02:02:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don't forget to check out the cool tutorials on Renhelp about Gmax creation

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=120>
<http://renhelp.net/index.php?mod=Tutorials&action=view&id=121>

Subject: Re: G-max editor
Posted by [Comic-Man](#) on Fri, 28 Nov 2008 05:09:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thnx, Been meaning to make own skins.

Subject: Re: G-max editor
Posted by [Comic-Man](#) on Fri, 28 Nov 2008 05:13:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dont i also need to download a renegade pack that has all the skins? or is it there a ready?

Subject: Re: G-max editor

Posted by [u6795](#) on Fri, 28 Nov 2008 05:16:49 GMT

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

Gmax is a 3D editing program- you use it to edit models, not textures.

If you want to edit skins just open up the files from the game with a .dds plugin in like photoshop, gimp, or paint.net or something.

Almost all of the textures in the game are in always.dat file. You can open that with a program called XCC Mixer, and extract the file you want to edit. Then just edit it, save, and when you're done put the file in your Renegade/Data folder and you're good.

Subject: Re: G-max editor

Posted by [ErroR](#) on Fri, 28 Nov 2008 13:09:05 GMT

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

to edit textures u need photoshop and a dds plugin

Subject: Re: G-max editor

Posted by [Altzan](#) on Fri, 28 Nov 2008 15:35:45 GMT

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

ErroR wrote on Fri, 28 November 2008 08:09to edit textures u need photoshop and a dds plugin

Also for a free alternative you can use Paint.net, that's what I use
