
Subject: 3DS 8 Textures

Posted by [The Party](#) on Tue, 19 May 2009 18:55:53 GMT

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How do you put renegade textures on stuff in 3DS Max 8? When I hit M and then standard the W3D option it not there so I figure I have to install something in order to get 3DS Max 8 to work with Renegade?

Subject: Re: 3DS 8 Textures

Posted by [The Party](#) on Tue, 19 May 2009 22:15:50 GMT

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nvm I figured it out.

Subject: Re: 3DS 8 Textures

Posted by [ErroR](#) on Wed, 20 May 2009 08:55:12 GMT

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i found only how to use ren textures. but i have absolutely no idea how to texture it for something else, i mean, bmp texture or something. any one know ?

Subject: Re: 3DS 8 Textures

Posted by [Staude](#) on Wed, 20 May 2009 10:43:37 GMT

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TGA and DDS works. Naturally the most optimal thing is using DDS (also a very good reason to switch to max in general because DDS hogs a lot less resources.) To export from photoshop to DDS you need a Nvidia plugin for it.

If you have that, what certainly works is exporting to DXT1 without alpha, with Xbox emulation and it has to be 2d texture.

A good size is also 1024 and i'm not sure what sizes work with it in general. This is because that some sizes makes DDS format refuse to save (probably if the texture isn't square i presume.)

Subject: Re: 3DS 8 Textures

Posted by [The Party](#) on Wed, 20 May 2009 12:43:55 GMT

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I think he is talking about adding textures to things that are not renegade related like adding a BMP or JPEG.

Subject: Re: 3DS 8 Textures
Posted by [LR01](#) on Wed, 20 May 2009 14:13:48 GMT
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You don't need max to use .dds
You can't use anything but .tga and .dds, you have to convert all the other formats.

Subject: Re: 3DS 8 Textures
Posted by [ErroR](#) on Wed, 20 May 2009 14:31:50 GMT
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MasterEvolution wrote on Wed, 20 May 2009 15:43I think he is talking about adding textures to things that are not renegade related like adding a BMP or JPEG.
yeah, but that too
