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Subject: 3Ds Max>Renx Problem  
Posted by [maytridy](#) on Thu, 15 May 2003 20:43:53 GMT  
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I have a 3ds max model, and i want to import it into Renx to load into commando, for testing. How do i do this??

I saved my 3ds model, then went File>Import in Renx and selected the file. I hit open and i got this: "invalid file" then i get: "imporper file format".

What do i do?

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Subject: 3Ds Max>Renx Problem  
Posted by [NeoX](#) on Thu, 15 May 2003 21:07:06 GMT  
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its easy you must export from 3dsmax to a .3ds and the go to import on renX and go to import .3ds and then click ok

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Subject: 3Ds Max>Renx Problem  
Posted by [maytridy](#) on Thu, 15 May 2003 21:13:33 GMT  
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Thanks alot man!

OT: I'm workin on a Scud Storm model for Genegade. Expect some screenies in a day or two.

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Subject: 3Ds Max>Renx Problem  
Posted by [General Havoc](#) on Thu, 15 May 2003 23:05:56 GMT  
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I'm gonna see if I can get a camera sequence setup like the one Dante did for the test. It shouldn't be too tricky. We could do with making an animation sequence in the Scud model so that it can be triggered from a cinematic. Something like "scudstorm.launch" maybe, but that can be done after the model has been done and I have a camera working. It should be good though.

\_General Havoc

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Subject: 3Ds Max>Renx Problem  
Posted by [maytridy](#) on Thu, 15 May 2003 23:59:44 GMT  
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Sweet, there could be like a cutscene launch or something. I don't have Generals, so i don't really know what the Scud Storm does, but im workin on Slayer's mod, Genegade.

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