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Subject: Gmax...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 14:05:00 GMT

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Miya is a bit more geared towards cinematic production than gaming, and yes, it is more expensive. I haven't run into too many problems really, one that was chalked up to some minor corruption in the program, and a few features that don't work in a consistent or predictable way, but in RenX the thing I have run into a couple times is that trying to click on the options within the materials browser seems to click through the browser to the working space, and drops the browser out of sight... and that doesn't happen every time.

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