
Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Madtone](#) on Thu, 10 Apr 2003 00:29:41 GMT

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lol, thanks....

also i will be creating a new GUI for it and will also write some new Max scripts for 3DS Max that will add more functions to RenX (Renegade Studios)

maybe a good script would be to select everything and then add the Projectile, Vehicle and camera properties to it automaticly. so then you would never have to worry about W3D settings, you would just click a button and it would do it all for you, except for those specific things that you would do manually. Also maybe a button that automaticly makes a glass pane and you can scale it however you want. there is no limit!!!

well must get back to testing and analyzing
