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Subject: Thinking of making a driving simulator. need instructions

Posted by [NightShadow\[NS\]](#) on Mon, 28 Apr 2003 08:13:39 GMT

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actually the physics in renegade is fine. i just want to make my city. i have no intention of making civilian cars drive yet. just a ghost town where i can drive around my self made city in a humvee for example.

is a city sized map allowed in renegade? is modelling and texturing in gmax the same like in 3d studio max?

is there a better way to make maps besides downloading the 22MB file (im using dial up 33.6 k. 56k got zapped. cant afford anything new. am student)

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