Subject: Thinking of making a driving simulator. need instructions
Posted by Sir Phoenixx on Mon, 28 Apr 2003 12:20:17 GMT

NightShadow[NS]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)

Gmax is 3dsmax 4 but with some of it's professional features stripped. It would be almost exactly the same.

A map that size would be allowed, although it would probably slow the game down some. You have to download and use the 22-27mb gmax, the renx gamepack (2-5mb?) and the renegade public tools (like 20mb or something like that). If you manage to get the 3dsmax .w3d tools from EA, then you'd only need the renegade public tools.