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Subject: Re: renx vs 3dmax

Posted by [Dealman](#) on Wed, 26 Mar 2008 11:51:02 GMT

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DeathLink6.0 wrote on Wed, 26 March 2008 09:42I use 3ds Max 9 for modeling maps and UVWMap and Gmax for map-texturing and exporting to .w3d.

Gmax/RenX is bug-gy cr\*\*.

You could make it easier. Get 3DS Max 8 and get the W3D Exporter from renhelp.net.

After using 3DS Max you will find it much easier to texture models in there than in RenX.

Also I think 3DS Max is much easier to handle than Renx. The camera view and the way to handle the camera in RenX is just so annoying...

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