
Subject: for someone starting out
Posted by [Anonymous](#) on Sun, 20 Oct 2002 15:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well do to the fact that i am starting out, i have a few questions. For new textures, where should they be put and what file type should they be ie .bmp, .jpg, etc. I know it is said somewhere but i have enough reading to do with school (not highschool but collegde) and a few other programs i have to learn, therefore i have no time. oh this also goes for sound files, where should they go. [October 20, 2002, 15:55: Message edited by: Phill666]

Subject: for someone starting out
Posted by [Anonymous](#) on Sun, 20 Oct 2002 17:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You want for Textures to be .TGA files, make them with Paintshop PRO or some other programs!

Subject: for someone starting out
Posted by [Anonymous](#) on Sun, 20 Oct 2002 18:19:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Laser2150:You want for Textures to be .TGA files, make them with Paintshop PRO or some other programs!...or you could download the textures used in the game.

Subject: for someone starting out
Posted by [Anonymous](#) on Sun, 20 Oct 2002 19:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Phill666:I'm a lazy bum... Can you spoon feed me?Oh, I see how it is.

Subject: for someone starting out
Posted by [Anonymous](#) on Mon, 21 Oct 2002 09:17:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i may be a lazy bum but that only because i do have more important things to do rather than read through the help files and what not. ie my midterms, since they kinda decide wether or not i just wasted my \$4000. So my money comes before this, i still would like to learn this but instead of reading a bunch of stuff and wasting my time, so i ask the smart people. so you can move along now

Subject: for someone starting out

Posted by [Anonymous](#) on Mon, 21 Oct 2002 11:05:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You dont need 3DSMax to make mods to Renegade. You can get the free version of 3DSMax called GMax on discreets homepage, it is also the only program that the plugins for Renegade ar made for.ZelordEdit: You cant make mods to Renegade with 3DSMax!! [October 21, 2002, 11:05: Message edited by: Zelord]

Subject: for someone starting out

Posted by [Anonymous](#) on Mon, 21 Oct 2002 14:15:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

first where did the 3dsmax come from, i know about the gmax stuff, all i want to know is what file type textures should be, where to put them, and now where to get these textures that can be dl.

Subject: for someone starting out

Posted by [Anonymous](#) on Mon, 21 Oct 2002 17:16:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Phill666:first where did the 3dsmax come from, i know about the gmax stuff, all i want to know is what file type textures should be, where to put them, and now where to get these textures that can be dl.[ftp://ftp.westwood.com/pub/renegade/tools/Download RenegadeTextures.zip](ftp://ftp.westwood.com/pub/renegade/tools/Download/RenegadeTextures.zip) for the materials used in the game.

Subject: for someone starting out

Posted by [Anonymous](#) on Tue, 22 Oct 2002 06:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Phill666:first where did the 3dsmax come fromYou said that you just had used 4000\$And you would like to now if you just had thrown them out og the window

Subject: for someone starting out

Posted by [Anonymous](#) on Tue, 22 Oct 2002 22:59:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

the TGA files go in the texture folder under GMAX/GAMEPACK/RENX and also PROGRAMFILES/RENEGADEPUBLICTOOLS/LEVEEDIT/YOURMODFOLDER

Subject: for someone starting out

Posted by [Anonymous](#) on Wed, 23 Oct 2002 05:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

The four thousand dollars refers to his midterms, not 3dsmax. He means that's how much he spent on college this year. [October 23, 2002, 05:58: Message edited by: Neo227]

Subject: for someone starting out
Posted by [Anonymous](#) on Wed, 23 Oct 2002 08:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ups, i see and using 4000\$ on 3DSMax is a little much. I thought it was another kind of money. SorryZelord
