

---

Subject: Worldcraft Mapping Vs Gmax Mapping  
Posted by [Anonymous](#) on Fri, 25 Oct 2002 17:28:00 GMT

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

---

I'm an Old School Worldcraft Mapper. I've done many Doom, Quake and Half-Life/TFC Maps in the Past. Worldcraft seemed like a Dinosaurs with so many hoops you had to jump through to make things work right. Now I'm taking interest in Renegade Mapping, however I've never used Gmax before. I am, however, a 3D Studio MAX Veteran and from what I hear, Gmax is like MAX-Light. My question to the GMAX community is: How easy is GMAX to learn? Is it worth making the Switch and what are the Pros and Cons of use? On that note, I suppose some good Tutorial Links, Specifically related to Renegade would be a great help to Thanks guys [ October 25, 2002, 18:05: Message edited by: MegaPixel ]

---

---

Subject: Worldcraft Mapping Vs Gmax Mapping  
Posted by [Anonymous](#) on Fri, 25 Oct 2002 18:04:00 GMT

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

---

Yes, Gmax is pretty much 3Ds max light, i think its pretty much the same program without the rendering features. To use it with Renegade some of the texture features have changed, but if you know how to use 3Ds, it should be easy to pick up. Gmax also has a .3ds import feature, so you can use max objects. If you wanna start Renegade modding here is a really good collection of tutorials: <http://www.planetcnc.com/rmnm/> This is the best tutorial site i have found. Hope it helps!

---