
Subject: other g-max models
Posted by [Titan1x77](#) on Sun, 02 Mar 2003 13:36:41 GMT
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i noticed g-max had a quake 3 tool

Where can i get quake .gmax models so i can add them into renegade?

This is possible right?

And do i have to ask permission from quake's software company or do i just give them credit?

Subject: other g-max models
Posted by [PiMuRho](#) on Sun, 02 Mar 2003 15:09:18 GMT
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If you want to use any of the original Quake3 content, forget it. It's all owned and copyrighted by id Software, and they won't give you permission to use it (although it won't harm you to ask)

Subject: other g-max models
Posted by [snipefrag](#) on Sun, 02 Mar 2003 15:27:50 GMT
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Good luck i can just see them saying

"heres the rights to modify and use any models from our past quake games as you please!!!!!"
:rolleyes: :rolleyes:

Subject: other g-max models
Posted by [snipefrag](#) on Sun, 02 Mar 2003 16:03:08 GMT
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OMG why cant i see my posts can anyone else?

Subject: other g-max models
Posted by [snipefrag](#) on Sun, 02 Mar 2003 16:05:27 GMT
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i can see them now lol that was wierd.... :nervous: :bomb:

Subject: other g-max models

Posted by [Titan1x77](#) on Sun, 02 Mar 2003 21:02:07 GMT

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well i figured i couldnt just wanted to ask.

Im looking for an old creepy house with interior to use in a map

Im very inexperienced at modeling and i dont think im up to the task(nor have the time with my 6 yr old son and GF and work)

So if anyone would like to share a model of a old house please contact me

Im using it for an DM and will certainly give credit to the modeler for use of there house

Subject: other g-max models

Posted by [Titan1x77](#) on Mon, 03 Mar 2003 14:29:42 GMT

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Anyone have a model of a old 2 story house with interior?

Subject: other g-max models

Posted by [Captkurt](#) on Mon, 03 Mar 2003 15:39:09 GMT

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It shouldn't be too hard to make, but it takes time to do it right. I don't know at the moment if I can find the time or not, but will try. I'll let you know in time.
