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Subject: 3ds max to map.. (quake, half-life, or half-life 2)  
Posted by [ben5015se](#) on Sat, 17 Dec 2005 20:15:41 GMT  
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<http://ourworld.compuserve.com/homepages/flametop/qmapexp.htm>  
3ds max to map or map to 3ds =/ somthing like that..  
i found it in the hl2 source code.. and it had a link to it in the read me..  
..i dont have 3ds max installed so dont ask me if it works..  
but.. yea have fun

i posted this because of somthing renardin posted on renevo forums..

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Subject: Re: 3ds max to map.. (quake, half-life, or half-life 2)  
Posted by [AADude7](#) on Sun, 25 Dec 2005 20:20:45 GMT  
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I have 3Ds Max 8 put I dont have quake so I cant try it.

You can use 3Ds Max to make a map for Renegade, just export it to .3ds when you're done then do the rest in Gmax.

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Subject: Re: 3ds max to map.. (quake, half-life, or half-life 2)  
Posted by [ben5015se](#) on Sun, 25 Dec 2005 21:57:39 GMT  
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lol aadude its for quake and half-life 1+2 not for renegade and yea  
i know lol

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Subject: Re: 3ds max to map.. (quake, half-life, or half-life 2)  
Posted by [JRPereira](#) on Sat, 28 Jan 2006 02:43:23 GMT  
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Did I read that right? 3dsm to map for quake and half-life 1 and 2?

Honestly, I really hated the hammer editor, even the hl2 version - so this sounds pretty neat.

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Subject: Re: 3ds max to map.. (quake, half-life, or half-life 2)  
Posted by [icedog90](#) on Sat, 28 Jan 2006 07:47:58 GMT  
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Hammer is actually pretty good in my opinion. What pisses me off though is the fact that it does random stuff sometimes.

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