Subject: Renhelp.net - Contribute your models!
Posted by Oblivion165 on Mon, 11 Sep 2006 10:57:50 GMT

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Hello all you modelers out there, if your like me you may have a variety of models out there that you would like to give to the community for mapping purposes. If so please upload them here or send them to me via, PM/Email/Messenger/Renhelp.net User Files. (These models may include maps, assets, characters, weapons, buildings, you name it.) Or even special files, like my proxies adaptation that spread like wildfire.

Quality isn't a problem, people of all skill can contribute. I only ask two things:

Please include 1 screen shot of the model in LE/W3d View or Renegade itself. Renders usually don't represent the model realistically.

Secondly a little text file "Renhelp.net Model Information.txt" to be sent along with it to help the user setup the model correctly. Here is one that I made for my pillbox's:
Quote:Model Author: Oblivion165
Model Uses: Anything you would like
Uploaded Date: 9/9/2006

Recommended Settings and Instructions:

1 Temp "Nod_Turret_MP_Improved" and remove "M00_Base_Defence" from its scripts.
2 Add script "Jfw_Base_Defence" and leave it as default settings.
3 Set player team to desired team.
4 Change weapon to "Weapon_GDI_Tower_MachineGun"
5 Make spawner, place on map!

That's it! Please contribute, if not ill just remove the section if it doesn't become useful. Also if you do upload the file via RenHelp.net User Files section, please inform me somehow so I can check your directory.

Edit by YSL: stickying.

Subject: Re: Renhelp.net - Contribute your models!
Posted by jonwil on Mon, 11 Sep 2006 12:22:26 GMT

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Just FYI about those instructions, JFW_Base_Defence should be a 1:1 copy of M00_Base_Defence so removing M00_Base_Defence and putting JFW_Base_Defence on it seems redundant to me.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Zion on Mon, 11 Sep 2006 12:41:29 GMT
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I couldated find M00_Base_defence.

And I might upload some models i have lying about somewhere.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Spice on Mon, 11 Sep 2006 13:34:04 GMT
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What's the point of JFW_Base_Defense if it's just a copy?

Subject: Re: Renhelp.net - Contribute your models!
Posted by LR01 on Mon, 11 Sep 2006 15:42:10 GMT
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how good need a model to be uploaded?

Subject: Re: Renhelp.net - Contribute your models!
Posted by Sanada78 on Mon, 11 Sep 2006 16:26:40 GMT
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What if we want to send multiple files? I have a load of things that may be useful to some people.
There's so many though that I couldn't possibly get a image and desription of each one. They
range from gmax files, W3D files and textures that serve different purposes such as map terrain,
props, buildings and vehicles. I'd rather upload everything as one whole package if that's OK. I'd
obviously include a main description for everything.

Subject: Re: Renhelp.net - Contribute your models!
Posted by jonwil on Mon, 11 Sep 2006 17:19:30 GMT
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The point of JFW_Base_Defence is firstly to serve as a test (copying existing scripts is a good
way to verify all sorts of stuff), secondly to serve as an example (other people can look at it and
learn how to do stuff) and thirdly as a base for the entire JFW_Base_Defence family (in that pretty
much all the scripts in that family have code copy+paste from JFW_Base_Defence.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Oblivion165 on Mon, 11 Sep 2006 20:39:09 GMT

LR01 wrote on Mon, 11 September 2006 11:42how good need a model to be uploaded?

Anything use able

Sanada78 wrote on Mon, 11 September 2006 12:26What if we want to send multiple files? I have a load of things that may be useful to some people. There's so many though that I couldn't possibly get a image and desription of each one. They range from gmax files, W3D files and textures that serve different purposes such as map terrain, props, buildings and vehicles. I'd rather upload everything as one whole package if that's OK. I'd obviously include a main description for everything.

That's great, you can go ahead and just Rar/Zip the whole thing to me and ill break it up into categories. I would be perfectly willing to go through and screenshot everything, small price to pay for a collection.

As for description's, no need I would just include the information file on models that would need to be setup specially.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Sanada78 on Mon, 11 Sep 2006 21:17:02 GMT

OK, I've RAR'ed everything up. I've split everything into three achives (map_files 42.2MB, model_files 10.0MB, textures 37.0MB). I've tried to make them as small as possible, I hope this won't be a problem. Do you want me to send this via e-mail? I use GMail which only allows 10MB attachments so I'll have to split them further.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Oblivion165 on Mon, 11 Sep 2006 21:37:12 GMT

Any way is ok, the best bet for you would probably the user files upload on renhelp, that way your not having to send 15 rars, but anywya is ok.

File size is no matter, unlimited space, unlimited bandwidth.
You guys took 12gb last month alone

My email is turok110@juno.com, but i think it only will allow 5mb attachments for incoming mail...i have the yahoo account listed in my sig but i dont know what its limits are...

Well let me know which you decide, and thanks alot!

Subject: Re: Renhelp.net - Contribute your models!
Posted by Sanada78 on Mon, 11 Sep 2006 22:49:16 GMT
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I'll upload them through renhelp then. It'll beat sending by e-mail anyway. There isn't a file size restriction is there? Just checking as I hate it when you upload the whole file only for it to tell you it's too big. This is just from experciences else where. I will have to do it tomorrow though as it's late ATM and it'll take forever to upload.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Oblivion165 on Tue, 12 Sep 2006 00:55:56 GMT
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No limits, shouldnt be a problem

Subject: Re: Renhelp.net - Contribute your models!
Posted by LR01 on Tue, 12 Sep 2006 15:56:14 GMT
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Oblivion165 wrote on Mon, 11 September 2006 22:39LR01 wrote on Mon, 11 September 2006 11:42how good need a model to be uploaded?

Anything use able

So you even want want 1 of those?

Subject: Re: Renhelp.net - Contribute your models!
Posted by Sanada78 on Tue, 12 Sep 2006 19:54:17 GMT
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Alright, I've uploaded a RAR but I have no idea if it has even been transferred properly. It uploaded it and then returned back to the same page afterwards. I used this: http://www.renhelp.net/index.php?mod=Files

---

Subject: Re: Renhelp.net - Contribute your models!
Posted by Oblivion165 on Tue, 12 Sep 2006 23:42:40 GMT
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yeah thats the right place...hmm i only see one user folder in there and its from a theboom69. It's

---

supposed to create you a folder is you dont have one on your furst upload. Whats your username on there? i dont see a sanada so im guessing its something else.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Sanada78 on Wed, 13 Sep 2006 18:00:14 GMT
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My username is "Rozzy".

Subject: Re: Renhelp.net - Contribute your models!
Posted by Theboom69 on Wed, 13 Sep 2006 18:19:34 GMT
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I got a Frag model.

Idk about the same TXT tho cus im not good in that.

And LOL im the only one on Renhelp.net that has uploaded something.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Sir Phoenixx on Wed, 13 Sep 2006 19:58:39 GMT
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I'm pretty sure (99.9%) that that grenade model is mine, and that I haven't given anyone permission to use it for anything that's not APB/RenAlert, or imply that they made it.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Oblivion165 on Thu, 14 Sep 2006 00:27:53 GMT
View Forum Message <> Reply to Message

Sanada78 wrote on Mon, 11 September 2006 17:17OK, I've RAR'ed everything up. I've split everything into three achives (map_files 42.2MB, model_files 10.0MB, textures 37.0MB). I've tried to make them as small as possible, I hope this won't be a problem. Do you want me to send this via e-mail? I use GMail which only allows 10MB attachments so I'll have to split them further.

Ok sorry about that, but you can now upload a combined file size of 100mb. The code wasnt limited, but the default php file size was. Should be all set now.

Subject: Re: Renhelp.net - Contribute your models!

Posted by Gen_Blacky on Thu, 14 Sep 2006 01:41:58 GMT

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Any have any good tank w3d modles

Subject: Re: Renhelp.net - Contribute your models!
Posted by Blazea58 on Thu, 14 Sep 2006 02:25:04 GMT

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Well i have a ton of stuff which is either textured or untextured in terms of maps/models that were never completed.

 I also have around 1000 textures which i have either made myself, or taken real images and turned them into seamless textures.

 The real problem is the uploading. My gmax folder runs at a whopping 18.0 GB and has 16,227 files within. There is alot of copies and backups througout that in terms of gmax files.

 Either way though , everything i have made for roleplay 2 is public, i can even throw up the gmax/textures if anyone wants to take some buildings/textures or whatever to create other maps from.

 Here is 13 textures i made using Mayang.com's images.
 http://www.megaupload.com/?d=4NAPAWO1
(preview of just one as it was for 2048 sqaure)

If anyone wants the 2048x2048 seamless set of these ill upload them also, i just know nobody would use over 1024 in ren lol.

Here is some random things i either never finished/gave up on/ just got bored of.

And ill try and get some of my other stuff uploaded as well in the meantime.

Subject: Re: Renhelp.net - Contribute your models!
Posted by LR01 on Thu, 14 Sep 2006 14:22:18 GMT
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that is looking cool in Renx, I wonder how it looks in Renegade

---

Subject: Re: Renhelp.net - Contribute your models!
Posted by Halo38 on Thu, 14 Sep 2006 17:42:01 GMT
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I just uploaded all the unfinished models and textures from WW2: Warpath it's what Genocide wanted

I have even included the map meshes and vis for Tobruk - hybrid_forest forgotton_town and dm_utah so you can see how truly bad at map making I was back then but it maybe helpful for the new guys

my user name on renhelp is Halo38 (obviously)

I'll also be uploading everything that I have made that I never used in renegade - expect alot of different creative stuff. unfinished maps, buildings, objects etc.. i'm putting those packs together now

---

Subject: Re: Renhelp.net - Contribute your models!
Posted by Theboom69 on Thu, 14 Sep 2006 17:49:25 GMT
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It is not your frag i made it my self.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Aircraftkiller on Thu, 14 Sep 2006 18:11:27 GMT
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no you didn't.

you imported it from renegade alert. i can tell because the shading problems are very obvious when you import a model from w3d.

i bet every single vertex is unwelded. furthermore you never said you made it, only that "i have a frag model"

further evidence:

http://www.deviantart.com/deviation/9740758/

http://www.deviantart.com/deviation/9740501/

you're a liar and a bad one at that.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Theboom69 on Thu, 14 Sep 2006 18:41:19 GMT
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Im not a lier if you dont think i made it that is your problem not mine.

Subject: Re: Renhelp.net - Contribute your models!
Posted by YSLMuffins on Thu, 14 Sep 2006 18:55:22 GMT
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Theboom69 wrote on Thu, 14 September 2006 13:41Im not a lier if you dont think i made it that is your problem not mine.

What do you think of this, Oblivion?

Edit: Nevermind, I don't see it on Renhelp anymore.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Sir Phoenixx on Thu, 14 Sep 2006 19:06:00 GMT
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Quote:Im not a lier if you dont think i made it that is your problem not mine.

No, you are a liar. You didn't make that model, I did.

I just took a screenshot of the version of my grenade model that is in RenAlert/APB from Gmax,
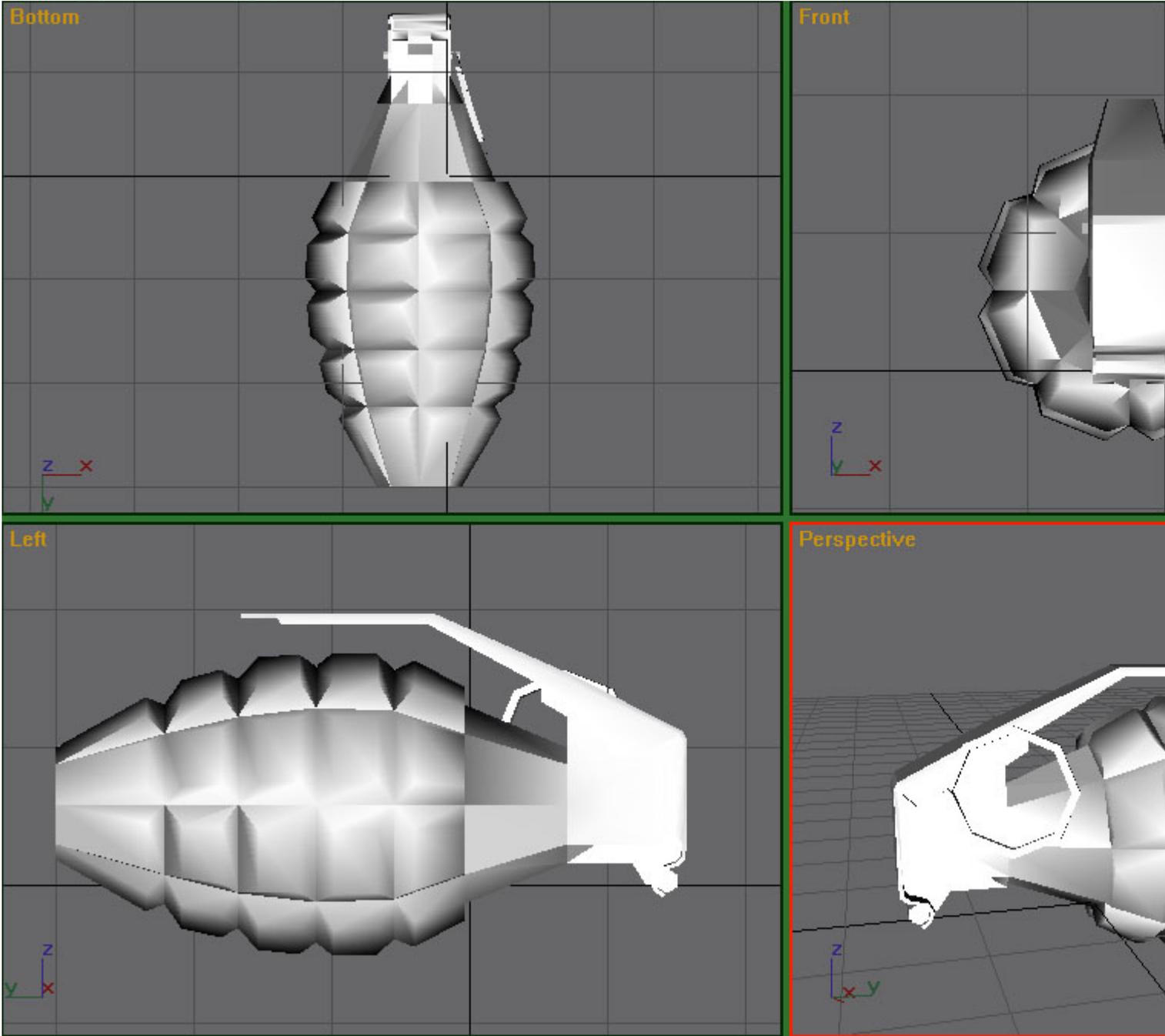
with the texture off.

Notice how "your" grenade has the exact same shape, and polygon structure and shading as mine? Yeah, that's not coincidence.

My grenade:

File Attachments
1) mygrenade.jpg, downloaded 1082 times

Subject: Re: Renhelp.net - Contribute your models!
Posted by Theboom69 on Thu, 14 Sep 2006 19:36:00 GMT
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You can think what you want i do not give 2 shit's what you think i made it with my Renx, i did not take shit from APB never have and never well.

Subject: Re: Renhelp.net - Contribute your models!
Posted by CPUKiller on Thu, 14 Sep 2006 21:29:36 GMT
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Halo38 wrote on Thu, 14 September 2006 13:42
I just uploaded all the unfinished models and textures from WW2: Warpath it's what Genocide wanted

I have even included the map meshes and vis for Tobruk - hybrid_forest forgotton_town and dm_utah so you can see how truly bad at map making I was back then but it maybe helpful for the new guys

I just took a look @ your warpath archive, it'll take probably until tommorrow to sort out but I just wanted to say there is a lot of great stuff in there. Too bad that mod had to end.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Halo38 on Thu, 14 Sep 2006 22:40:33 GMT
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CPUKiller wrote on Thu, 14 September 2006 17:29Halo38 wrote on Thu, 14 September 2006 13:42
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yeah I would of sorted it out myself but everything is all over the place and most unfinished - my stuff is organised though I'll be uploading in a few days

Edit: heres some of the unfinished stuff I'm putting together

Subject: Re: Renhelp.net - Contribute your models!
Posted by Oblivion165 on Thu, 14 Sep 2006 23:25:04 GMT
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YSLMuffins wrote on Thu, 14 September 2006 14:55Theboom69 wrote on Thu, 14 September 2006 13:41Im not a lier if you dont think i made it that is your problem not mine.

What do you think of this, Oblivion?

Edit: Nevermind, I don't see it on Renhelp anymore.

I will be respecting the rights to authors, I obviously wont be checking every single file that comes in to the world wide web but in situations like this with very little doubt, I will of course remove it from the database.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Oblivion165 on Thu, 14 Sep 2006 23:26:54 GMT
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Halo38 wrote on Thu, 14 September 2006 18:40CPUKiller wrote on Thu, 14 September 2006 17:29Halo38 wrote on Thu, 14 September 2006 13:42
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Edit: heres some of the unfinished stuff I'm putting together

Wow, nice collection

Subject: Re: Renhelp.net - Contribute your models!
Posted by Halo38 on Fri, 15 Sep 2006 00:30:20 GMT
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Oblivion165 wrote on Thu, 14 September 2006 19:26

Wow, nice collection

Thanks, got too many ideas and not enough hours in the day here are my unfinished buildings
pretty much all of them (as with the objects and vechiles) were for an RPG mod idea I had a bit
like a final fantasy style game I'm actually feeling quite sad i couldn't see it through since it was
100% pure imagination, what I like best

I'm thinking of putting the models I used in arid in there too but I feel that would spoil arid's
uniqueness

Subject: Re: Renhelp.net - Contribute your models!
Posted by Blazea58 on Fri, 15 Sep 2006 02:27:22 GMT
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 Wow just when i thought people would never get so devious, we see 2 identical models of a
grenade done by two seperate people yet both have physcic abilities to come out with the exact
same smoothing and polygon structure. I would hate to say it Theboom69, but if you cant supply
evidence you made it, nobody will believe you. Why not show some of the early progress on it, an
earlier save even? Show some of your other work, that can't be all you have ever made can it? Lol
you got busted.

Aside from that The forklift owns, did it ever get textured? Some pretty good looking models you
got there halo38. I like that castle on the mountain, has a nice overall effect. And what is that
picture in the second set, at the top right? Is it a maze? looks very complicating.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Halo38 on Fri, 15 Sep 2006 12:08:47 GMT
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Blazea58 wrote on Thu, 14 September 2006 22:27 Wow just when i thought people would never
get so devious, we see 2 identical models of a grenade done by two seperate people yet both

---

have physcic abilities to come out with the exact same smoothing and polygon structure. I would hate to say it Theboom69, but if you cant supply evidence you made it, nobody will believe you. Why not show some of the early progress on it, an earlier save even? Show some of your other work, that can't be all you have ever made can it? Lol you got busted.

Aside from that The forklift owns, did it ever get textured? Some pretty good looking models you got there halo38. I like that castle on the mountain, has a nice overall effect. And what is that picture in the second set, at the top right? Is it a maze? looks very complicating.

I was talkin to a mod leader on MSN and apparently the Theboom69 has a reputation for taking other peoples work and claiming it is his. (don't shoot the messenger though)

forklift? I guess you mean the bob cat (vehicles - bottom left) no I didn't get round to the texture but it is unwrapped and the download will include the .psd with the unwrapped co-ordinates image the model is boned and I had it working perfectly in-game on a test map

yeah the top right is a maze also part of that RPG mod I mentioned there are many paths to rooms at the sides which I intended to have powerups, the room at the far wall would hold a enemy boss - bit of inspiration from Final Fantasy 7 temple of the ancients. you'll notice that there are some big steps these I planned to have a vine texture on and place ladder nodes so players could climb up them. there are also blockers round the whole maze so that players couldn't take short cuts

Edit: heres some bigger pics of the maze

Subject: Re: Renhelp.net - Contribute your models!
Posted by LR01 on Fri, 15 Sep 2006 15:11:55 GMT
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some are active here

Subject: Re: Renhelp.net - Contribute your models!
Posted by Zion on Fri, 15 Sep 2006 16:34:21 GMT
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Sir Phoenixx wrote on Thu, 14 September 2006 20:06Quote:Im not a lier if you dont think i made it that is your problem not mine.

No, you are a liar. You didn't make that model, I did.

I just took a screenshot of the version of my grenade model that is in RenAlert/APB from Gmax, with the texture off.

Notice how "your" grenade has the exact same shape, and polygon structure and shading as mine? Yeah, that's not coincidence.

My grenade:

Seconded, and proved:
MSNThe Merovingian says:
you stole work and claim it as yours?
Choppers2-MOHxwis-Distrbd21 says:
who's
The Merovingian says:
sir-phoenixx
Choppers2-MOHxwis-Distrbd21 says:
?
The Merovingian says:
you stole his grenade model
Choppers2-MOHxwis-Distrbd21 says:
no i did not
The Merovingian says:
aparently so
Choppers2-MOHxwis-Distrbd21 says:
i did not
Choppers2-MOHxwis-Distrbd21 says:
he is just pisted cus someone can make one
The Merovingian says:
you never made that
Choppers2-MOHxwis-Distrbd21 says:
yes
The Merovingian says:
how when you don't enev have experience like taht
The Merovingian says:
that*
The Merovingian says:
even*
Choppers2-MOHxwis-Distrbd21 says:
i can make gun's but i can't bone them
The Merovingian says:
ok
The Merovingian says:

if this si yours
The Merovingian says:
what are the purpous of those green and purple dimonds on the model?
Choppers2-MOHxwis-Distrbd21 says:
to make it work
The Merovingian says:
what do they do?
The Merovingian says:
what are they
The Merovingian says:
and how are they implimented
Choppers2-MOHxwis-Distrbd21 says:
i dont know i did not put them on
Choppers2-MOHxwis-Distrbd21 says:
i just made the frag
The Merovingian says:
therefore you did not make it
Choppers2-MOHxwis-Distrbd21 says:
i did
Choppers2-MOHxwis-Distrbd21 says:
but i did not bone it
The Merovingian says:
and it magically just appered in APB?
Choppers2-MOHxwis-Distrbd21 says:
dude i made the one i put up but i never boned it a friend did
The Merovingian says:
and how the fuck did it get in APB?

Subject: Re: Renhelp.net - Contribute your models!
Posted by YSLMuffins on Fri, 15 Sep 2006 20:55:28 GMT
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Ok, no more talk of this. It's obviously already been taken care of. Further replies on the the stolen grenade subject arc will be removed to politics/hot issues.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Blazea58 on Sat, 16 Sep 2006 00:23:24 GMT
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Thats a damn nice interior map there halo, wish you would have textured it and attempted to get it ingame, would have looked dope.

Anyways, i figured i would upload some of my textures. These aren't sorted very well, but there is 450 textures total to choose from, and more being uploaded right now. Here is a sample of a few of the textures included in this rar.

And the download link
http://www.megaupload.com/?d=3C6AWC35

Subject: Re: Renhelp.net - Contribute your models!
Posted by LR01 on Sat, 16 Sep 2006 09:54:02 GMT
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and how the do have those textures? did you make them yourself? then you would be real good

---

Subject: Re: Renhelp.net - Contribute your models!
Posted by Halo38 on Sat, 16 Sep 2006 12:44:56 GMT
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Blazea58 wrote on Fri, 15 September 2006 20:23Thats a damn nice interior map there halo, wish you would have textured it and attempted to get it ingame, would have looked dope.

I wish I had put the maze in arid now

Would you consider any of these for a mysterious fantasy island in RP2??? I'd make the textures I had planned for the maze for you

Edit: i even had some music for the maze too i was planning to uses a limited 'sound sphere' to have diffrent music in diffrent environments

Edit2: ahhhh!! stop encouraging me to do more game stuff, lol it's not going to get me a job! i'm giving all this away so i can get out of doing too much of this sort of thing.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Oblivion165 on Sat, 16 Sep 2006 14:17:20 GMT
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Im adding Blazea's great texture pack as i type. Halo has to get those models to me

---

Subject: Re: Renhelp.net - Contribute your models!

Posted by LR01 on Sat, 16 Sep 2006 15:22:32 GMT
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I wonder how he did those   texures

Subject: Re: Renhelp.net - Contribute your models!
Posted by LR01 on Sat, 16 Sep 2006 22:10:11 GMT
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May I leave a big "thank you" for the textures?
they really help me, if I didn't had those textures, I was forced to use the same, and the same...

Subject: Re: Renhelp.net - Contribute your models!
Posted by Blazea58 on Sun, 17 Sep 2006 00:44:40 GMT
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Yea alot of those textures i created myself using images off of www.mayang.com. Some have been found over the net as well, so not all of them i made but a very good majority i did. Basically all the (RP) ones i did make. Here is one example of how i made a pebble texture.

 I have another pack im uploading now with another 565 textures and ill edit to include link when its done.

And yea halo i wouldnt mind using something from that set although i am looking more for modern stuff just to match with the theme overall hence the bobcat. I am not sure about having an entire fantasy island cause ive already hit 160,000 polygons and if anything else were to go in it would probably be modern buildings, or a new island etc. I probably will push this map to 175k.

Here is the link for the other set, this includes alot of windows/buildings/doors/floors/walls/environment etc, but a majority of them are older or found from the net.
(Preview)

http://www.megaupload.com/?d=3H6Z4M30

Subject: Re: Renhelp.net - Contribute your models!

Posted by Sanada78 on Sun, 17 Sep 2006 02:28:14 GMT

I've now uploaded my stuff to renhelp, Oblivion. You can do what you need to do with it now.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Oblivion165 on Mon, 18 Sep 2006 02:48:03 GMT

Added

Subject: Re: Renhelp.net - Contribute your models!
Posted by icedog90 on Mon, 18 Sep 2006 05:39:08 GMT

Anybody want to use this? It could use some attention and optimization...

File Attachments
1) mac10.jpg, downloaded 872 times

Subject: Re: Renhelp.net - Contribute your models!
Posted by Zion on Mon, 18 Sep 2006 12:33:37 GMT
View Forum Message <> Reply to Message

Nice Uzi.

Subject: Re: Renhelp.net - Contribute your models!
Posted by LR01 on Mon, 18 Sep 2006 15:39:11 GMT
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no, it is perfect and I would realy love to use it in my new map

that "no" is for this

Quote: It could use some attention and optimization...

Subject: Re: Renhelp.net - Contribute your models!
Posted by Halo38 on Tue, 19 Sep 2006 12:46:57 GMT
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I have uploaded my object and vehicle packs.

edit: buildings and unfinished maps coming soon

In these files you might often find a box 0.6 x 0.6 x 1.84 in size, I used this for scaling purposes as this is the rough dimensions of a soilder in renegade you can delete these when your ready.

you may have trouble opening the .max files, if so, import the .3ds version in 3dsmax or renx (file --> import)

Subject: Re: Renhelp.net - Contribute your models!
Posted by Oblivion165 on Tue, 19 Sep 2006 15:26:48 GMT
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added

Subject: Re: Renhelp.net - Contribute your models!
Posted by LR01 on Tue, 19 Sep 2006 16:00:24 GMT
View Forum Message <> Reply to Message

there are some models that I like to use, but I can't open the .max file, its about this:
 http://www.renhelp.net/downloads/models/Defenses/Ob%20Pillbo x.jpg

I need to edit it a little

Subject: Re: Renhelp.net - Contribute your models!
Posted by Oblivion165 on Tue, 19 Sep 2006 16:07:31 GMT
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Its a Max 8 file

Subject: Re: Renhelp.net - Contribute your models!
Posted by LR01 on Tue, 19 Sep 2006 16:15:43 GMT
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Yes, but I cant open that

(well I can open it, but my 3ds max wont run due the 30 day trail period has expired)

Subject: Re: Renhelp.net - Contribute your models!
Posted by Halo38 on Tue, 19 Sep 2006 16:18:23 GMT
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Oblivion165 wrote on Tue, 19 September 2006 12:07Its a Max 8 file

If you export your model as a .3ds it can be imported in renx and most if not all versions of 3dsmax.

Subject: Re: Renhelp.net - Contribute your models!
Posted by jnz on Tue, 19 Sep 2006 16:50:06 GMT
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LR01 wrote on Tue, 19 September 2006 17:15Yes, but I cant open that

(well I can open it, but my 3ds max wont run due the 30 day trail period has expired)

im sure there are sites you can go to...

Subject: Re: Renhelp.net - Contribute your models!
Posted by OWA on Wed, 20 Sep 2006 14:45:29 GMT
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Hey Halo38 I have some friends that may be able to use that FF7 Temple in a project they have going. Its a very nice model and so are most of the things you have up on Renhelp.net

I gotta find some of my stuff that I have done. The Scorpion hunter tank is the only main one I can think of at the moment though. I will post an image when I find it.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Zion on Wed, 20 Sep 2006 17:27:34 GMT
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The Scorpion Obelisk Hunter Tank, i was roflling when i saw that!

Subject: Re: Renhelp.net - Contribute your models!
Posted by Halo38 on Wed, 20 Sep 2006 19:21:08 GMT
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one winged angel wrote on Wed, 20 September 2006 10:45Hey Halo38 I have some friends that may be able to use that FF7 Temple in a project they have going. Its a very nice model and so are most of the things you have up on Renhelp.net

I gotta find some of my stuff that I have done. The Scorpion hunter tank is the only main one I can think of at the moment though. I will post an image when I find it.

Sounds cool as long as they don't go to waste i'm happy, i'll have them uploaded soon.

Subject: Re: Renhelp.net - Contribute your models!
Posted by Halo38 on Sun, 01 Oct 2006 00:17:47 GMT
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Finally got round to uploading my Building and Unfinished map packs

check my user files Oblivion

Subject: Re: Renhelp.net - Contribute your models!
Posted by crazfulla on Sun, 01 Oct 2006 00:58:12 GMT
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uploaded one of my models... Zero Hour style Watch Tower... whatever else BlazeDragoon or myself have released can be found on www.blazemods.com