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Subject: Max 8 issues.

Posted by [Zion](#) on Mon, 05 Nov 2007 11:17:37 GMT

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Max 8 "fails to verify authentication code".

About a week ago this wasn't true, and it worked fine.

Tred uninstalling, reinstalling, removing registry values, everything that will completely wipe Max from my machine (unless i'm missing something?) and tried again to no avail.

Help... Please... Before i have to format.

No Max = No Apoc Rising.

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Subject: Re: Max 8 issues.

Posted by [zeratul2400](#) on Mon, 05 Nov 2007 11:45:46 GMT

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that is wat u get

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Subject: Re: Max 8 issues.

Posted by [Zion](#) on Mon, 05 Nov 2007 12:49:25 GMT

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YOUR MAPS IS BAD

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Subject: Re: Max 8 issues.

Posted by [Oblivion165](#) on Mon, 05 Nov 2007 15:54:10 GMT

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Means you used a keygen to activate max and during an update or similar they found out about it.

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Subject: Re: Max 8 issues.

Posted by [Jerad2142](#) on Mon, 05 Nov 2007 19:47:22 GMT

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The Merovingian wrote on Mon, 05 November 2007 04:17

No Max = No Apoc Rising.

Sometimes you just have to take a step back to RenX, it works fine.

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Subject: Re: Max 8 issues.

Posted by [OWA](#) on Mon, 05 Nov 2007 22:19:28 GMT

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Jerad Gray wrote on Mon, 05 November 2007 19:47The Merovingian wrote on Mon, 05 November 2007 04:17

No Max = No Apoc Rising.

Sometimes you just have to take a step back to RenX, it works fine.

But not if you want to get things back into 3ds Max after working on them in RenX. The mesh collapses when w3d is imported which results in a total mesh re-face job. Not nice.

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Subject: Re: Max 8 issues.

Posted by [Jerad2142](#) on Mon, 05 Nov 2007 22:32:43 GMT

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One Winged Angel wrote on Mon, 05 November 2007 15:19Jerad Gray wrote on Mon, 05 November 2007 19:47The Merovingian wrote on Mon, 05 November 2007 04:17

No Max = No Apoc Rising.

Sometimes you just have to take a step back to RenX, it works fine.

But not if you want to get things back into 3ds Max after working on them in RenX. The mesh collapses when w3d is imported which results in a total mesh re-face job. Not nice.

Use a converter to convert it from max to .3ds.

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Subject: Re: Max 8 issues.

Posted by [Oblivion165](#) on Mon, 05 Nov 2007 22:33:46 GMT

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He already fixed this problem, no need anymore.

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Subject: Re: Max 8 issues.

Posted by [Zion](#) on Tue, 06 Nov 2007 00:44:32 GMT

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Indeed, \*bends over to Oblivion and raises his tail\* Thanks =^\_^=

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