
Subject: Gmax tutorials

Posted by [Muad Dib15](#) on Tue, 12 Feb 2008 03:42:51 GMT

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I can't figure out how to use it, I need some help on it.

Could someone get some tutorials on how to use gmax, not 3ds max plz.

Subject: Re: Gmax tutorials

Posted by [renalpha](#) on Tue, 12 Feb 2008 15:55:56 GMT

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Subject: Re: Gmax tutorials

Posted by [Muad Dib15](#) on Tue, 12 Feb 2008 23:30:07 GMT

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That doesn't explain how to use gmax, it explains how to map and stuff like that. I want to know HOW TO USE GMAX not just mapping in general.

Subject: Re: Gmax tutorials

Posted by [Genesis2001](#) on Wed, 13 Feb 2008 06:01:35 GMT

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Take Autodesk's "Crash Course" in 3DS Max 2008. The UI is *virtually* the same to Gmax/RenX. (not to mention it's produced(not made) by the same company, Autodesk)

^^

~Zack

Subject: Re: Gmax tutorials

Posted by [Muad Dib15](#) on Fri, 15 Feb 2008 00:15:03 GMT

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How do I run RenX? I downloaded it, but according to the menu bar, I can't run it.

Subject: Re: Gmax tutorials

Posted by [Veyrdite](#) on Fri, 15 Feb 2008 05:06:42 GMT

Muad Dib15 wrote on Fri, 15 February 2008 11:15 How do I run RenX? I downloaded it, but according to the menu bar, I can't run it.
The menu bar says you can't run it? Please post ss.

Subject: Re: Gmax tutorials

Posted by [crazfulla](#) on Fri, 15 Feb 2008 11:32:31 GMT

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Muad Dib15 wrote on Tue, 12 February 2008 17:30 That doesn't explain how to use gmax, it explains how to map and stuff like that.

Open your eyes and you would find there actually ARE tutorials on Renhelp for how to use Renx

Read and follow these tutorials in order. This is how I learned to make maps although you learn A LOT simply by experimentation.

1. Creating Your First Map

Really simple tutorial using nothing but basic shapes, this would be your first step. This is how I got started. Read it and do as they say it is really cabbage stuff.

2. Alpha Blending Textures

Good texturing is equally as important as good modelling, so learn the basics here. If you can't do a basic alpha blend you should save yourself time and give up now.

3. Creating Basic Terrain

This details how to use features like Weld and Extrude to make cliffs, tib fields etc. I personally found this one to be easy to understand and very helpful. I highly recommend it.

4. Making Tunnels Using Boolean

Not the most eye-friendly way to make tunnels, but lets not get too complicated.

5. RenX Advanced Meshes

Teaches you how to do some other terrain effects and introduces you to Mesh Smooth.

6. RenX Advanced Meshes II

This one teaches you a better way to make tunnels and so forth, have fun with this.

7. Realistic Water Effect

This teaches you how to use bump maps which enhance the appearance of it ingame.

8. How To Use Proxies

A way to place building aggregates, spawners etc in RenX, by placing little boxes. The Level Edit stage can be very annoying and time consuming if you don't use proxies.

DO NOT: Use Mesh Displacement

DO NOT: Use Heightfield Editor

Subject: Re: Gmax tutorials

Posted by [rhuarc](#) on Sat, 16 Feb 2008 05:55:31 GMT

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Muad Dib15 wrote on Thu, 14 February 2008 18:15How do I run RenX? I downloaded it, but according to the menu bar, I can't run it.

go to where renx is on your start menu and right click on it, go to properties then click on shortcut and where it says %GMAXLOC% in the target box replace that with your gmax.exe location (take the %'s out too)my location is C:\gmax\gmax.exe (which is the default one..) so it would look like=
C:\gmax\gmax.exe -a gamepacks\WestWood\RenX\splash.bmp -i
gamepacks\WestWood\RenX\gmax.ini -p gamepacks\WestWood\RenX\plugin.ini

and replace the start in box with the location without the gmax.exe part (like C:\gmax)
