N1warhead wrote on Tue, 23 April 2013 18:56Dude wtf is ur issue with me, this is the reason you got banned before. Whats the point of using both maxes when you can just use 8. Therefore 2013 is irrelevant if he can't get 8. Therefore it will not work. It's common sense you can export to different format and import into 8, however if he can't get 8, 2013 is IMPOSSIBLE to work for exporting models to renegade.

My problem with you is that you give out incorrect advice. Instead of blaming me because you're wrong, start being right. Then I won't need to correct you.

The point of using Max 2013 is that it's a better program than Max 8 is. Here's a quick list of why it's better:

It uses the Nitrous graphics driver to speed up runtime development and allows you to preview lighting and shadows in the viewports.

It's optimized for larger scenes and handles geometry better.

It doesn't corrupt files anywhere near as much as Max 8 did, and corrupted files are not a complete waste like they were in Max 8.

It supports 64 bit processors.

That's a short list, but it's enough to want to work with 2013 versus 8 for most of your development. I use 2013 at work on a daily basis, and I've used Max since version 4.2 in 2001. I know what I'm talking about, you don't. It's pretty clear cut.

Again, you're giving out incorrect information. You can work with Max 2013 and export to *.3DS to import into gMax so you can apply Renegade materials and set your terrain/models up for the game engine.