Subject: 3D Studio Max 9
Posted by Zion on Fri, 20 Oct 2006 16:27:48 GMT

Guess what everyone?

3D Studio Max 9 Trial is out!!!! and it's great!

Renders take seconds not minutes,
The viewport renders are about 300 fps, not 60 fps,
Faster load time.

It can be found here.

Subject: Re: 3D Studio Max 9
Posted by jnz on Fri, 20 Oct 2006 16:37:03 GMT

cool, i will not download untill the proper version is out. so i can jst get the full version...(*cough* *cough*)

Subject: Re: 3D Studio Max 9
Posted by icedog90 on Fri, 20 Oct 2006 18:28:22 GMT

Interesting... gotta try it soon.

Subject: Re: 3D Studio Max 9
Posted by totalhavok on Fri, 20 Oct 2006 21:27:59 GMT

Merovingian wrote on Fri, 20 October 2006 12:27Guess what everyone?

3D Studio Max 9 Trial is out!!!! and it's great!

Renders take seconds not minutes,
The viewport renders are about 300 fps, not 60 fps,
Faster load time.

It can be found here.

DOH!!! That's great, just after I finaly scraped up enough cash to get a copy of Back Burner for Irix, so I could render on my SGI Octane box!!!!! Damn it!

Subject: Re: 3D Studio Max 9
Posted by Kamuix on Fri, 20 Oct 2006 23:31:56 GMT
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Is it true tht a program called Blender is better than 3dsmax?

Subject: Re: 3D Studio Max 9
Posted by Blazea58 on Fri, 20 Oct 2006 23:59:10 GMT
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Well blender is an open source 3d modeling program and i would say its just as good as 3dsmax, just its more so about preference. For oblivion alot of the modders choose blender for models rather then 3dsmax. Blender can do alot of amazing things though.

 Anyways , its good to see another version of 3dsmax out, i will be getting that as well.

Subject: Re: 3D Studio Max 9
Posted by icedog90 on Sat, 21 Oct 2006 00:20:10 GMT
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Yeah, Blender is indeed a good program. I just haven't taken the time to get used to it, since it's so different from how 3dsmax works.

Subject: Re: 3D Studio Max 9
Posted by Kamuix on Sat, 21 Oct 2006 00:22:42 GMT
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I never actually tried the program yet, I just heard that from someone and wanted to hear some more opinions

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Subject: Re: 3D Studio Max 9
Posted by Spyder on Sat, 21 Oct 2006 09:10:57 GMT
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I have it and it rocks!

I shall give the download link below. I hope it'll work:P
 http://trialdownload.autodesk.com/3dsmax/trial/3dsmax9Trial. exe
http://trialdownload.autodesk.com/3dsmax/trial/3dsmax9Trial. exe

If that one doesn't work try this one:
 http://nct.digitalriver.com/fulfill/0049.050/download/2006-8

Subject: Re: 3D Studio Max 9
Posted by JeepRubi on Sat, 21 Oct 2006 23:53:42 GMT
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Yay, ill get it and do some google *cough**cough*ing

Subject: Re: 3D Studio Max 9
Posted by Zion on Sun, 22 Oct 2006 01:04:01 GMT
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Jeep Rubi wrote on Sun, 22 October 2006 00:53Yay, ill get it and do some google
*cough**cough*ing

I already have the *cough* for it, made by the same one that does 3dsmax 8 and they all work .

Me and oblivion are trying to get the w3d tools to work with this, since it's saying that it can't find
Max2w3d.dle.

Also, does anyone else get 5 errors at the start when they boot it up? Some thing like macros or
something never took time to read what they meant.

Subject: Re: 3D Studio Max 9
Posted by Spyder on Sun, 22 Oct 2006 08:05:00 GMT
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W3D Importer works... Exporter? Nah...

Subject: Re: 3D Studio Max 9
Posted by icedog90 on Tue, 24 Oct 2006 23:57:36 GMT
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Well, it takes longer to load for me, and render times are exactly the same. I don't know where
you got the short render time idea from. It is mainly determined by the CPU speed.

Subject: Re: 3D Studio Max 9
Posted by Zion on Wed, 25 Oct 2006 00:13:18 GMT
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I very recently got dual core so.... go figure

Subject: Re: 3D Studio Max 9
Posted by icedog90 on Wed, 25 Oct 2006 00:40:38 GMT
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then that explains everything.

Subject: Re: 3D Studio Max 9
Posted by jnz on Wed, 25 Oct 2006 00:41:12 GMT
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i have had a dual core laptop about a week ago but still i havnt
p1r373d it yet.

Subject: Re: 3D Studio Max 9
Posted by icedog90 on Wed, 25 Oct 2006 05:58:00 GMT
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Where the hell is the polygon counter? I totally can't find it in this version.

Subject: Re: 3D Studio Max 9
Posted by Zion on Wed, 25 Oct 2006 12:33:40 GMT
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Me neither.

I'll try to get the max script from max 8 and see if it works.

Subject: Re: 3D Studio Max 9
Posted by icedog90 on Wed, 25 Oct 2006 22:52:39 GMT
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okay, thanks.

Subject: Re: 3D Studio Max 9
Posted by Dave Anderson on Fri, 27 Oct 2006 04:22:00 GMT
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I have recently tried 3D Studio Max and Icedog has been kind enough to show me how to make a basic model and render it. I find 3D Studio Max to be a very good tool.

Subject: Re: 3D Studio Max 9
Posted by nopol10 on Fri, 27 Oct 2006 09:52:34 GMT
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3ds Max 9 beats all the other 3D modelling programs out there. It's not laggy like Maya or anything.

Subject: Re: 3D Studio Max 9
Posted by icedog90 on Sat, 28 Oct 2006 08:50:42 GMT
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Blender is really good, and pretty much just as powerful as 3ds max. Unfortunately for me learning Blender is like switching my dominant hand.

Subject: Re: 3D Studio Max 9
Posted by Gen_Blacky on Tue, 20 Mar 2007 00:43:49 GMT
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any news about a w3d export i have 1 but it dont work even with the fix i have SW3D_Exp.dle

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Subject: Re: 3D Studio Max 9
Posted by Halo38 on Tue, 20 Mar 2007 19:15:22 GMT
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icedog90 wrote on Wed, 25 October 2006 01:58Where the hell is the polygon counter? I totally can't find it in this version.
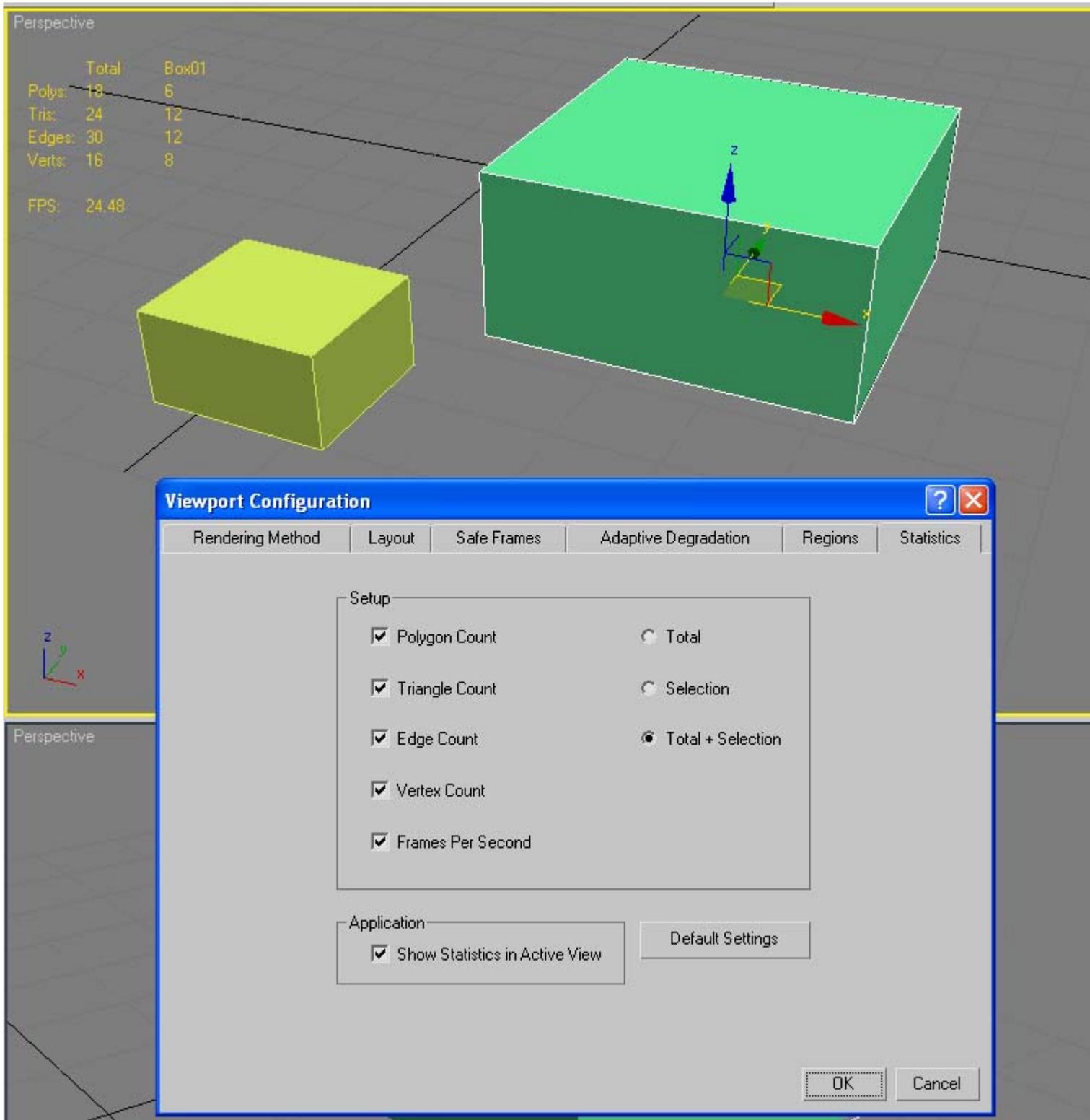
Thought I'd pass this info on...

customise --> viewport configuration To change and display statistics of a scene or selected objects.

I feel it's a bit more user friendly and convenient than the polgon counter floater, try it

File Attachments
1) stats.jpg, downloaded 1372 times

Perspective

	Total	Box01
Polys:	18	6
Tris:	24	12
Edges:	30	12
Verts:	16	8

FPS: 24.48

z

z y x

Perspective

Viewport Configuration ? ☒

| Rendering Method | Layout | Safe Frames | Adaptive Degradation | Regions | Statistics |

Setup

☑ Polygon Count   ○ Total

☑ Triangle Count   ○ Selection

☑ Edge Count   ● Total + Selection

☑ Vertex Count

☑ Frames Per Second

Application
☑ Show Statistics in Active View   Default Settings

OK   Cancel

Subject: Re: 3D Studio Max 9
Posted by JeepRubi on Wed, 21 Mar 2007 22:37:15 GMT
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Works great but how do I make it appear every time I start max? I keep having to press 7.

Subject: Re: 3D Studio Max 9
Posted by Sn1per74* on Thu, 22 Mar 2007 01:52:02 GMT
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How do I get the 32 bit version of it? My computer can't handle the 64 bit version.
Edit: Nvm I got it!

Subject: Re: 3D Studio Max 9
Posted by Halo38 on Thu, 22 Mar 2007 13:18:04 GMT
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Jeep Rubi wrote on Wed, 21 March 2007 17:37Works great but how do I make it appear every time I start max? I keep having to press 7.

If you save a file with the statistics turned on your preferances will be remembered

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Subject: Re: 3D Studio Max 9
Posted by Dave Anderson on Fri, 23 Mar 2007 05:16:17 GMT
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Very useful information. Thanks.

Subject: Re: 3D Studio Max 9
Posted by Dave Anderson on Sat, 24 Mar 2007 19:33:45 GMT
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Halo38 wrote on Thu, 22 March 2007 07:18Jeep Rubi wrote on Wed, 21 March 2007 17:37Works great but how do I make it appear every time I start max? I keep having to press 7.

If you save a file with the statistics turned on your preferances will be remembered

I tried that, but I keep having to press 7 each time as well. :/