Subject: I've got a present for ya!
Posted by Oblivion165 on Sat, 17 Mar 2007 13:27:58 GMT
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Buildings for 3DSMax with Proxies!
http://www.renhelp.net/index.php?load=Downloads&

Thanks to Halo38's max building setup, I was able to convert it over for the community.

Subject: Re: I've got a present for ya!
Posted by Zion on Sat, 17 Mar 2007 14:06:44 GMT
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Cool. Halo38 rocks!

Subject: Re: I've got a present for ya!
Posted by Oblivion165 on Sun, 18 Mar 2007 08:57:26 GMT
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Merovingian wrote on Sat, 17 March 2007 10:06Cool. Halo38 rocks!

Thanks for that kick in the nuts there! God knows it was the easiest 6 hours of my life

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Subject: Re: I've got a present for ya!
Posted by Zion on Sun, 18 Mar 2007 13:39:14 GMT
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Oblivion165 wrote on Sun, 18 March 2007 08:57Merovingian wrote on Sat, 17 March 2007
10:06Cool. Halo38 rocks!

Thanks for that kick in the nuts there! God knows it was the easiest 6 hours of my life

Anytime =)

You never specified that you done this pack but you mentioned halos name, so i thought it was
him. Sorry if you found it offencive

Subject: Re: I've got a present for ya!
Posted by Oblivion165 on Sun, 18 Mar 2007 14:57:01 GMT
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Well halo released the max buildings a month ago or so ago and this is the work i did on it to have

building proxies. No biggie but I find proxies to be absolute gold.

Subject: Re: I've got a present for ya!
Posted by jamiejrg on Sun, 18 Mar 2007 16:03:32 GMT
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What do proxies do for us?

Subject: Re: I've got a present for ya!
Posted by Oblivion165 on Sun, 18 Mar 2007 16:35:23 GMT
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Proxies make the building load all the character spawners and pt zones when you put them in leveledit. That way you don't have to go around to each building placing spawns.

Subject: Re: I've got a present for ya!
Posted by jamiejrg on Sun, 18 Mar 2007 16:51:42 GMT
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OMFG that's sooooooooooooooo nice of you. THat saves so much time.

Subject: Re: I've got a present for ya!
Posted by Jerad2142 on Mon, 19 Mar 2007 06:04:51 GMT
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Now I just have to wait for Max9 exporter, unless max 7's works for 9.

Subject: Re: I've got a present for ya!
Posted by Titan1x77 on Mon, 19 Mar 2007 18:09:27 GMT
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7's doesnt work for 9..if you were asking.

Also, did you happen to add flying ramps??...I was really hoping someone did this as I don't really use the proxys, doesnt take me long to set up spawners and pt's...I'd use it for pt's but not for spawners.

edit, Oblivion you may want to change the exporter to read "works with max 7 and 8"... you have it labeled as "3D Studio Max 7 and above"

Subject: Re: I've got a present for ya!
Posted by Oblivion165 on Mon, 19 Mar 2007 18:19:49 GMT
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Titan1x77 wrote on Mon, 19 March 2007 14:097's doesnt work for 9..if you were asking.

Also, did you happen to add flying ramps??...I was really hoping someone did this as I don't really use the proxys, doesnt take me long to set up spawners and pt's...I'd use it for pt's but not for spawners.

edit, Oblivion you may want to change the exporter to read "works with max 7 and 8"... you have it labeled as "3D Studio Max 7 and above"

Amended, ill think about doing the flying versions, seems like it would be useful.

Subject: Re: I've got a present for ya!
Posted by Halo38 on Tue, 20 Mar 2007 19:23:36 GMT
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Good stuff dude

Subject: Re: I've got a present for ya!
Posted by Distrbd21 on Sun, 03 Jun 2012 08:26:01 GMT
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Not to bumb an old topic, but does anyone have these anymore?

Subject: Re: I've got a present for ya!
Posted by Mauler on Sun, 03 Jun 2012 16:21:48 GMT
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You can find both versions of the buildings in max form here Game-Maps.Org

Subject: Re: I've got a present for ya!
Posted by Distrbd21 on Sun, 03 Jun 2012 19:24:06 GMT
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But does that have all the PT's and spwans like in obs?