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Subject: 3ds max invisible buttons

Posted by [Raptor RSF](#) on Fri, 18 Jul 2008 23:58:56 GMT

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Hello everyone,

I need the buttons that are not showed on this picture.  
(in gmax they are visible at that location.)

is this a bug!?  
any solution / fixes ?

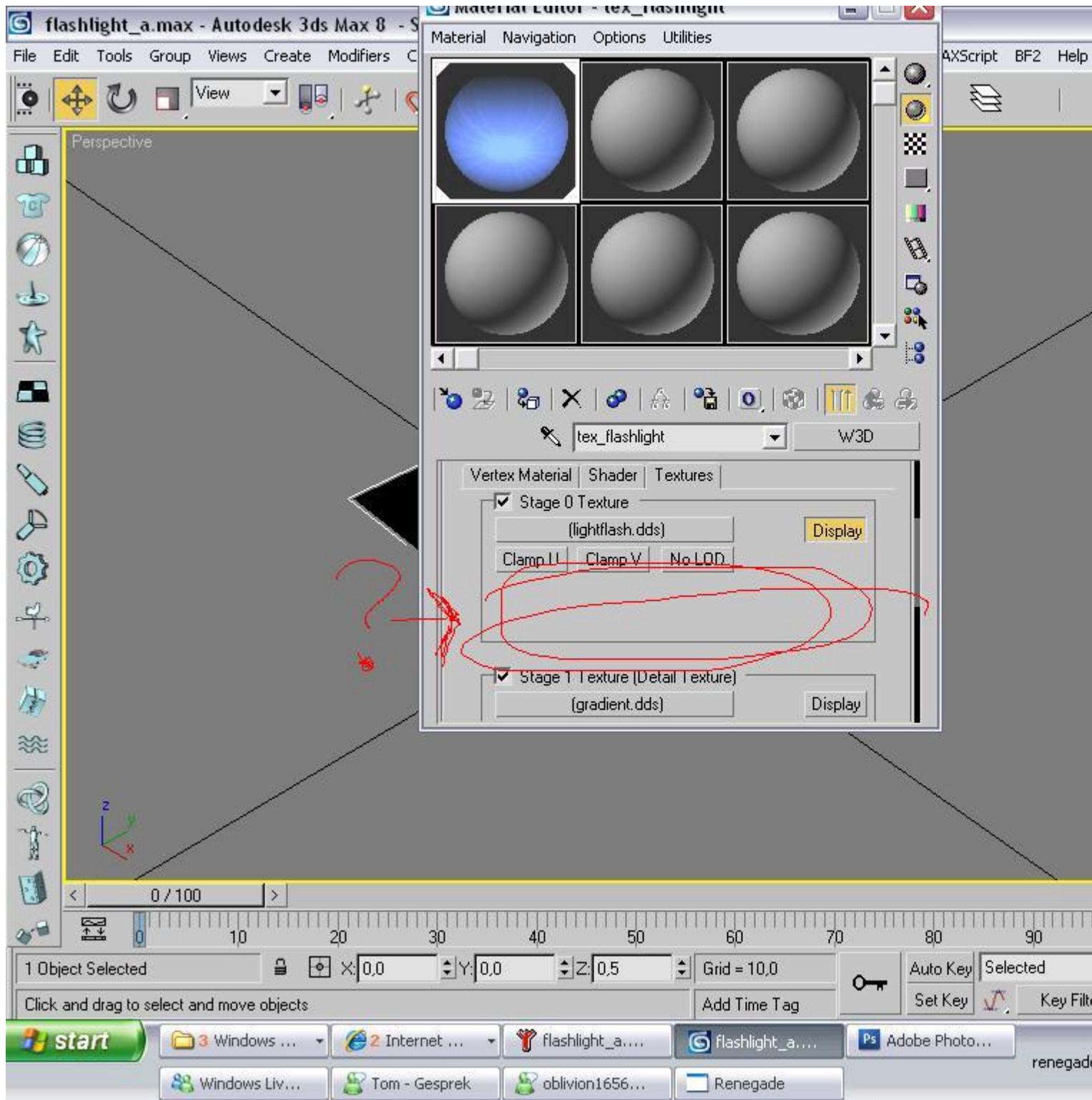
i need realy help becoz this is part of my new tutorial

help is very apriciated!  
(credits for helping me will be include the tutorial file if someone gives me the solution)

### File Attachments

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1) [MWSnap 2008-07-19, 01\\_13\\_43.jpg](#), downloaded 844 times



Subject: Re: 3ds max invisible buttons

Posted by [HeavyX101- Left](#) on Sat, 19 Jul 2008 00:15:46 GMT

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There shouldnt be anything there, i dont have anything there too. You just have to live with that

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Subject: Re: 3ds max invisible buttons  
Posted by [Veyrdite](#) on Sat, 19 Jul 2008 00:52:09 GMT  
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The Max versions of the Importer and Exporter aren't as good as the Renx counter-parts.

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Subject: Re: 3ds max invisible buttons  
Posted by [HeavyX101- Left](#) on Sat, 19 Jul 2008 03:00:10 GMT  
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But 3ds max 8 is way better than Renx, i use 3ds max 8 all the time

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Subject: Re: 3ds max invisible buttons  
Posted by [mr£Ä\\$Ä-z](#) on Sat, 19 Jul 2008 09:06:26 GMT  
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I need help how to create a WORLDBOX in 3D Studio Max. On renhelp they took the Worldbox from the mammoth tank (in RenX) but when i do that in 3D Studio Max then i can see the worldbox ingame...

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Subject: Re: 3ds max invisible buttons  
Posted by [Veyrdite](#) on Sat, 19 Jul 2008 09:28:33 GMT  
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madrackz wrote on Sat, 19 July 2008 19:06I need help how to create a WORLDBOX in 3D Studio Max. On renhelp they took the Worldbox from the mammoth tank (in RenX) but when i do that in 3D Studio Max then i can see the worldbox ingame...  
Set its W3D export settings to Hide

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Subject: Re: 3ds max invisible buttons  
Posted by [Slave](#) on Sat, 19 Jul 2008 10:51:09 GMT  
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Ignore those missing buttons, those are never used anyway.  
Refer to RenegadeModTools\HowTo\W3D Tutorials\content\m\_textures.htm to read what they supposedly do.

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Subject: Re: 3ds max invisible buttons  
Posted by [Raptor RSF](#) on Sat, 19 Jul 2008 11:30:07 GMT  
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i need to get them for the a flashing light  
the light won't flash without those nessesary buttons,  
it will only stay as a normal light.

any ideas how to bypass this?

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Subject: Re: 3ds max invisible buttons  
Posted by [danpaul88](#) on Sat, 19 Jul 2008 11:43:31 GMT  
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You could always export your light in RenX and use the buttons in there...

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Subject: Re: 3ds max invisible buttons  
Posted by [Raptor RSF](#) on Sat, 19 Jul 2008 19:15:28 GMT  
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my problems are solved  
my mistake

tutorial about flash lights coming soon

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