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Subject: guide to the renegade multiplayer buildings part 1  
Posted by [Anonymous](#) on Tue, 11 Feb 2003 05:41:00 GMT

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Part 1 discusses the standard MP buildings, the ones used by the maps on your renegade CD Part 2 will discuss the other buildings (those extras found in buildings.zip, including the 2-story ones) This explains the different parts, what they are and where to get them in gmax format (for all but the exteriors, w3d files are in always.dat) first grab buildings.zip from <ftp://ftp.westwood.com/pub/renegade/tools/BUILDINGS.ZIP> then grab my extras pack (stuff westwood left out of buildings.zip but which I converted with abjabs converter) from <http://users.tpgi.com.au/jonwil/mpbld.zip> This is basically a list of where to get gmax for each w3d file. It also mentions various bugs and stuff pertaining to the files. Unless mentioned below, all files are available from buildings.zip and don't have any problems. It's intended to show people where to go if they want to modify stuff or whatever. If you just want to use the buildings, you only need the exteriors. Any gmax that isn't specifically mentioned as coming from mpbld.zip is in buildings.zip

First, the refineries.mgref\_ext\_n is available as part of several building setup files but also as mgref\_ext\_n.gmax. However mgref\_ext\_n.gmax is missing the proxy that pulls in mgref\_ag\_4 so if you use mgref\_ext\_n.gmax you will need to fix that. mgref\_doors\_n is available as mgref\_doors.gmax however that file contains extra proxies that need to be removed before it's useful. mgref\_int\_n is available as mgref\_int\_temp.gmax however it contains extra stuff called "ls\_stuff" in gmax that should be removed before use. mgref\_lt is in my mpbld.zip file as mgref\_lt.gmax. mgref\_mct is in my mpbld.zip file as mgref\_mct.gmax. mnref\_ext\_n is available as part of several building setup files but also as mnref\_ext\_n.gmax. However mnref\_ext\_n.gmax is missing the proxy that pulls in mnref\_ag\_4 so if you use mnref\_ext\_n.gmax you will need to fix that. mnref\_int\_n is available as mnref\_int\_temp.gmax. mnref\_ag\_3\_n is actually called mnref\_ag\_3n.w3d and is available as mnref\_ag\_3n.gmax. There is a bug where many maps (including all the westwood standard ones) referenced this proxy as mnref\_ag\_3n. To fix this, you need to reference the proper mnref\_ag\_3\_n proxy in your map. If there is ever any "fixed" preset pack released by someone, a good way to fix this is to create a new preset called mnref\_ag\_3n that has the exact same settings as mnref\_ag\_3\_n. mnref\_vis is available as mnref\_vis.gmax but it has too many planes, you have to remove some to make it work. mnref\_lt is in my mpbld.zip file as mnref\_lt.gmax. mnref\_mct is in my mpbld.zip file as mnref\_mct.gmax.

Vehicle Factories. mnatr\_ext\_n is available as mnatr\_ext\_n.gmax but it has the wrong proxies so that will need to be fixed. It's also available in several building setup files. mnatr\_strip is available as mnatr\_strip.gmax but it has the wrong proxies so that will need to be fixed. It's also available in several building setup files. mnatr\_int\_n is available as mnatr\_int.gmax but it has the wrong proxies. mnatr\_vis is available as tower\_vis.gmax. mnatr\_visx is available as strip\_vis.gmax. mnatr\_mct is in my mpbld.zip file as mnatr\_mct.gmax. mnatr\_lt is in my mpbld.zip file as mnatr\_lt.gmax. mnatr\_ag\_3n is referenced by the standard maps and stuff but doesn't actually exist as w3d or gmax. I don't even know what it's supposed to be for. mgwep\_doors\_n is available as mgwep\_doors.gmax however that file contains extra proxies that need to be removed before it's useful. mgwep\_ext\_n is available as mgwep\_ext\_n.gmax. It's also available in several building setup files. mgwep\_int\_n is actually called mgwep\_int\_n02.w3d and is available as mgwep\_int\_temp.gmax. mgwep\_mct is in my mpbld.zip file as mgwep\_mct.gmax. mgwep\_vis is available as mgwep\_vis.gmax but it has too many planes, you have to remove some to make it work.

Infantry Facilities. mgbar\_ext\_n is available as mgbar\_ext\_n.gmax however this model is missing the barbed wire. It's also available (including wire) from several building setup files. mgbar\_doors\_n is available as mgbar\_doors.gmax however that file contains extra proxies

that need to be removed before its usefull.mgbar\_int\_n is available as mgbar\_int\_temp.gmax however it contains extra stuff called "ls\_stuff" in gmax that should be removed before use.mgbar\_vis is available as mgbar\_vis.gmax but it has too many planes, you have to remove some to make it work.mgbar\_lt is in my mpbld.zip file as mgbar\_lt.gmaxmgbar\_mct is in my mpbld.zip file as mgbar\_mct.gmaxmnhnd\_ext\_n is available as mnhnd\_ext\_n.gmax and from several building setup filesmnhnd\_ag\_3n is actually named mnhnd\_ag\_3\_n.w3d and is available as mnhnd\_ag\_3n.gmaxmnhnd\_doors is available as mnhnd\_doors.gmax. there is also a mnhnd\_doors\_n.w3d file also built from mnhnd\_doors.gmax but with an extra bone removed. This is the cause of the "phantom door at the top of the HON problem" people have reported, there is actually a door there you just cant see it. Its a bug, westwood actually wanted to use mnhnd\_doors\_nmnhnd\_int\_n is available as mnhnd\_int\_tmp.gmaxmnhnd\_vis is available as mnhnd\_vis.gmax but it has too many planes, you have to remove some to make it work.mnhnd\_lt is in my mpbld.zip file as mnhnd\_lt.gmaxmnhnd\_mct is in my mpbld.zip file as mnhnd\_mct.gmaxdefence.mgagd\_ext\_n is available as mgagd\_ext\_n.gmax and from several building setup filesmgagd\_doors\_n is available as mgagd\_doors.gmax however that file contains extra proxies that need to be removed before its usefull.mgagd\_int\_n is available as mgagd\_int\_temp.gmax however it contains extra stuff called "ls\_stuff" in gmax that should be removed before use.mgagd\_vis is available as mgagd\_vis.gmax but it has too many planes, you have to remove some to make it work.mgagd\_lt is in my mpbld.zip file as mgagd\_lt.gmaxmgagd\_mct is in my mpbld.zip file as mgagd\_mct.gmaxmgagd\_ext\_n is available as mgagd\_ext\_n.gmax and from several building setup filesmgagd\_doors\_n is available as mgagd\_doors.gmax however that file contains extra proxies that need to be removed before its usefull.mnobl\_ext\_n is available as mnobl\_ext\_n.gmax and from several building setup filesmnobl\_int\_n is available as mnobl\_int\_tmp.gmax however it contains extra stuff called "ls\_stuff" in gmax that should be removed before use.mnobl\_vis is available as mnobl\_vis.gmax but it has too many planes, you have to remove some to make it work.mnobl\_mct is in my mpbld.zip file as mnobl\_mct.gmaxpower plants.mnpwr\_ext\_n is available as mnpwr\_ext\_n.gmax and from several building setup filesmnpwr\_vis is available as mnpwr\_vis.gmax but it has too many planes, you have to remove some to make it work.mnpwr\_mct is in my mpbld.zip file as mnpwr\_mct.gmaxmnpwr\_int\_n is available as mnpwr\_int\_temp.gmaxmnpwr\_lt is actually called mgcon\_lt.w3d and is in my mpbld.zip file as mgcon\_lt.gmaxmnpwr\_doors\_n is actually called mgpwr\_doors\_n.w3d and is availble as mgpwr\_doors.gmax but that file has an extra bone that must be removed.mgpwr\_ext\_n is available as mgpwr\_ext\_n.gmax and from several building setup filesmgpwr\_mct is in my mpbld.zip file as mgpwr\_mct.gmaxmgpwr\_lt is in my mpbld.zip file as mgpwr\_lt.gmaxmgpwr\_doors\_n is availble as mgpwr\_doors.gmax but that file has an extra bone that must be removed.mgpwr\_int\_n is available as mgpwr\_int\_temp.gmax however it contains extra stuff called "ls\_stuff" in gmax that should be removed before use.

Part 2: a guide to the remaining contents of buildings.zip (including a bunch of stuff used for the tutorial level). Will feature a few converted tutorial parts also plus details of a few files we dont have as gmax or w3d.

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