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Subject: Harvester waypoints, sam sites, building locations???

Posted by [Anonymous](#) on Sat, 27 Apr 2002 15:10:00 GMT

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There is a turret, it is in Objects -> Vehicles -> Mounted -> Turret and u can make buildings in gmax and commando for commando, u gotta;Click tiles -> building aggregates multiplayer -> click on the buildings you want -> click mod instead of makeClick the physics tab, you should c a long path and a .w3d file.Find this in always.dat or relevent.mix then extract to your level edit directory (using RenegadeEX, don't confuse with RenX, they r diffrent programs). Create a new preset which has the path set to the .w3d file that you extracted to the level edit directory. Click ok on the preset window. Then click make. PS. You can do this to any .w3d file that you findPS.

Non-standard aggregates or aggregate parts will most likely crash Commando EditorFor Gmax, go to Program Files -> RenegadePublicTools -> HowTo -> Buildings -> Buildings.docread the Buildings.doc from top to bottom, it says how to make your own buildings in GMAX. PS. There is doumentation on just about everything you need to make map in Gmax, if it isn't there, then it is at <http://www.eqvaliser.com/renegade/>

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