
Subject: Re: Building Tut out yet?

Posted by [Oblivion165](#) on Sun, 11 Sep 2005 22:27:05 GMT

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Ok first things first.

Goto: <http://www.oblivionabre.com/RenInstall.html>

Follow the instructions for "People who need to start modding:"

Note: I often use "~" as a symbol for "Next" or "Then"

When all is installed goto "C:\gmax\gamepacks\Westwood\RenX" and right-click the link called "RenX" ~ Send to ~ Desktop(create Shortcut)

Should look similar to this on your desktop:

Double-Click the link ~ If it asks for a serial, simply register at the link thats provided on the window.

Now download "Sectors Example.gmax" from my attached files. Save it to your desktop, and in Gmax goto File ~ Open ~ (Your Desktop) ~ "Sectors Example.gmax"

It should look something like this:

Now goto "C:\Program Files\RenegadePublicTools\LevelEdit"

Right-Click Leveledit.exe ~ Send to ~ Desktop (create shortcut)

Double-click the new link, and when it shows this:

Hit "New" ~ Name it "tutorial work" ~ hit "Ok"

when its finished loading, you should just see a blue. Go back to Renx and hit File ~ Export ~ Goto "C:\Program Files\RenegadePublicTools\LevelEdit\Tutorial Work" and Save as "Sectors.w3d" ~ Set the next window to "Renegade Terrain" and hit ok.

Switch back over to LevelEdit and do this:

Ok thats all of part 1, im still working on part 2. Uploaded in a few minutes.

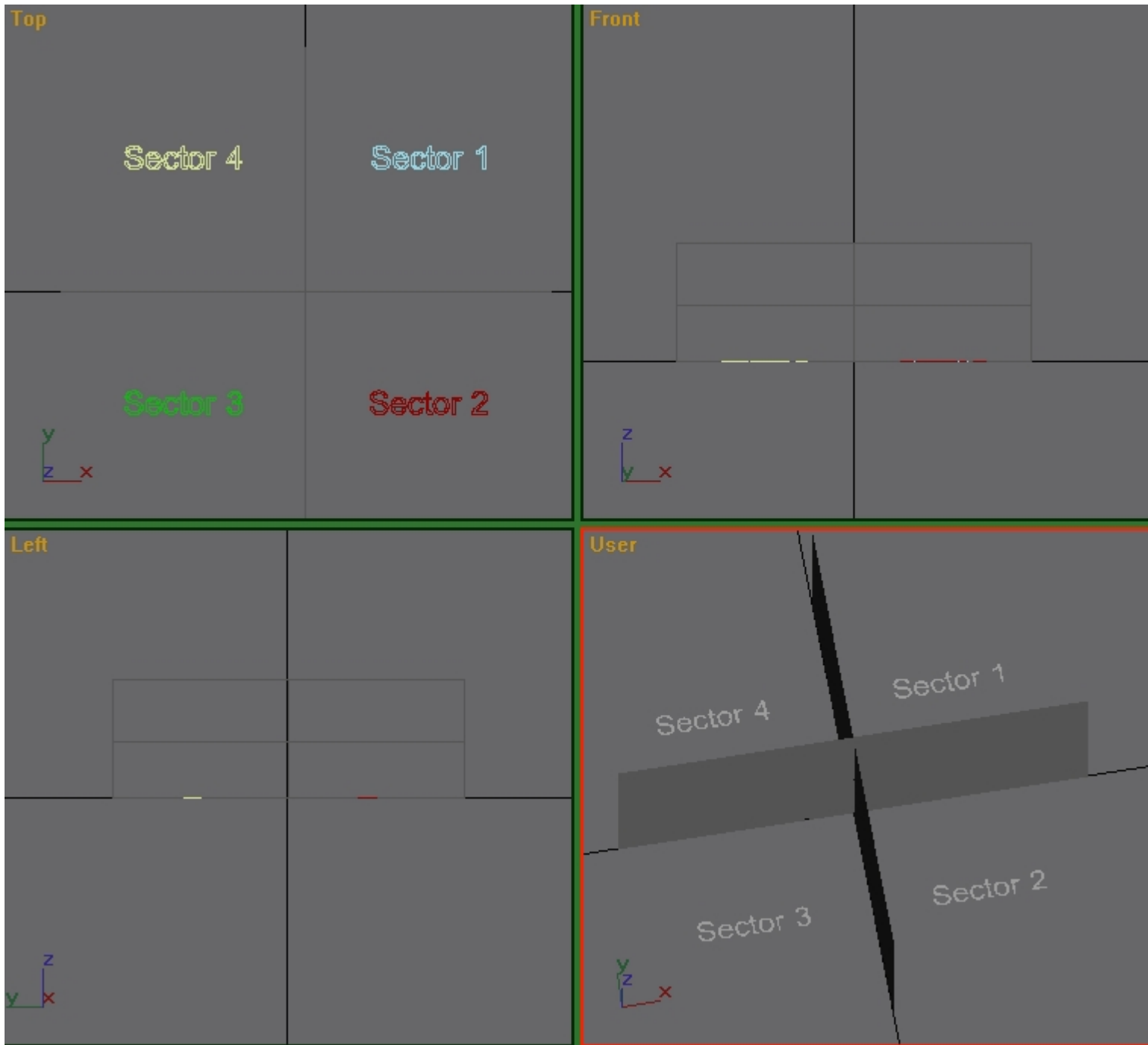
File Attachments

1) [SM Tut Img 1.jpg](#), downloaded 527 times

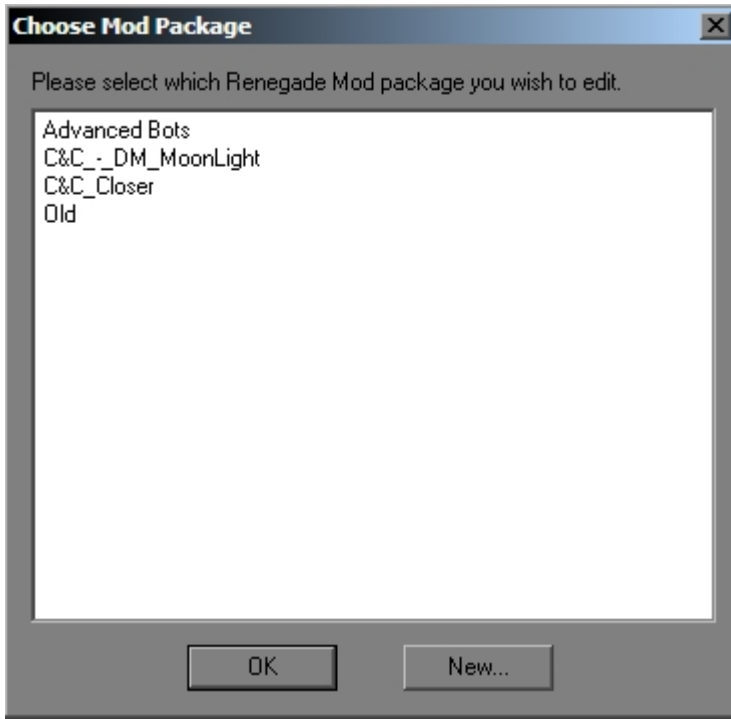


2) [Sectors Example.gmax](#), downloaded 131 times

3) [SM Tut Img 2.jpg](#), downloaded 516 times



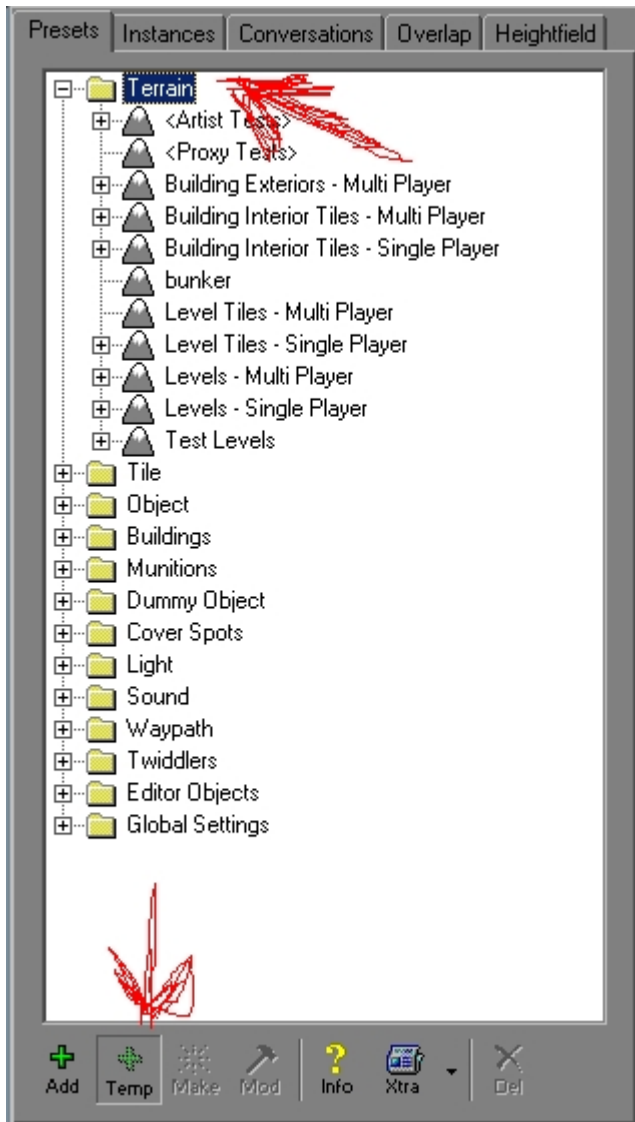
4) [SM Tut Img 3.jpg](#), downloaded 528 times



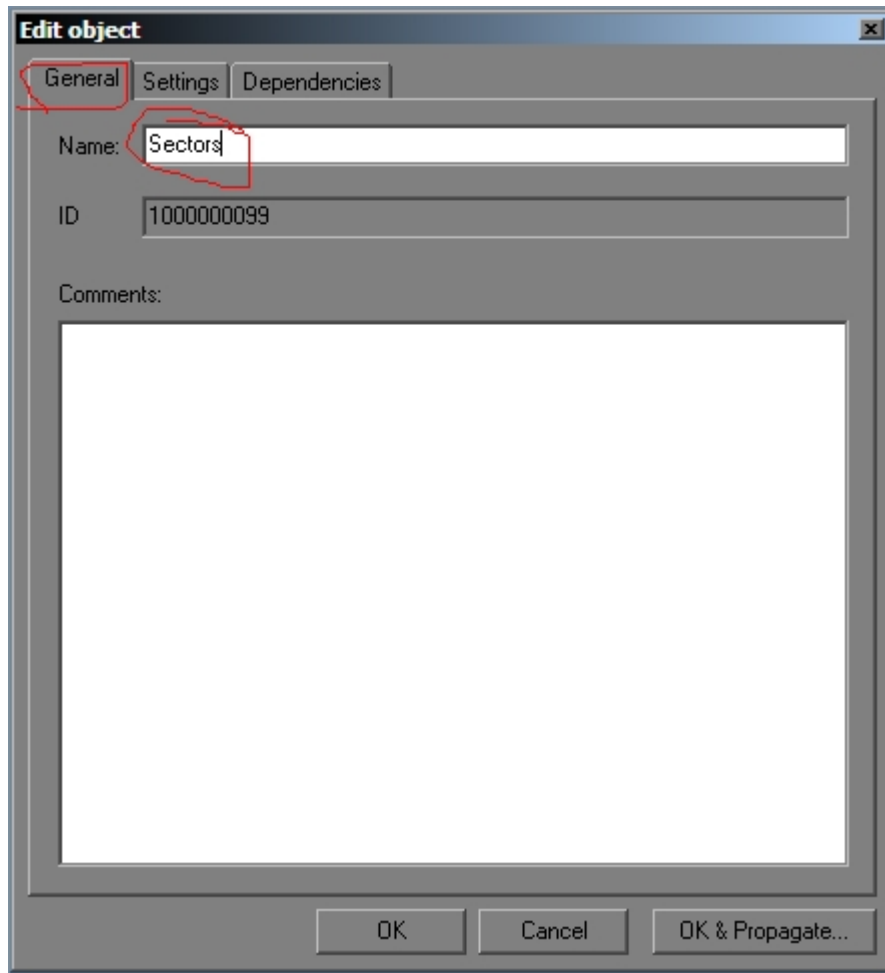
5) [SM Tut Img 4.jpg](#), downloaded 516 times

Save as type: w3d (*.W3D)

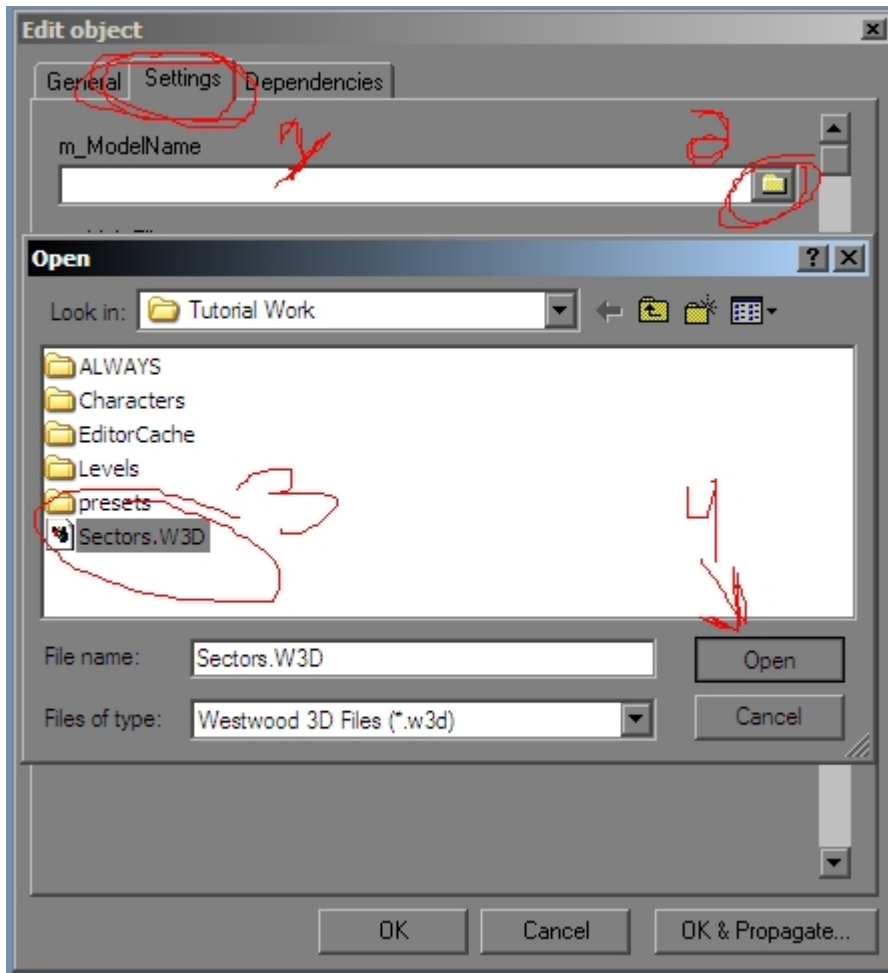
6) [SM Tut Img 5.jpg](#), downloaded 525 times



7) [SM Tut Img 6.jpg](#), downloaded 517 times



8) [SM Tut Img 7.jpg](#), downloaded 518 times



9) [SM Tut Img 8.jpg](#), downloaded 517 times

