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Subject: mapping help

Posted by [RaptorA](#) on Wed, 08 Mar 2006 15:37:20 GMT

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hey.

can any one help me im waning to get into map making but theres a few things that i duno how to do, iv got a few tuts but for wt im looking for there ither isent one or now very help full.

im wanting to know if:

you can place building onto a made map through leve editor, (i dont realy want to use renX), if u need to import an w3d building (like from the renegade building.zip) when i merg the parts to getter in renx i cant export as it say duplicet names / or wt ever it says, so cant continue, how do u sort this or has any one got the buildings already made up from them/ or knows were to get em?

When in level editor and iv got a map and i want to add external vecs (like hover tank / tow hummer) when iv imported em and set up wt i know when i com to run the map i cant get into the vecs to drive em, so how do u sort this, or any one know an indepth tut?

how do u set up PTs? to add like the new vecs (alrady have the hud image) so if any one could help me with that.

if any one know were i can get good indepth tuts for renx and level editor i would be gratefull. or if any one wants to help me by making there own tut TY.

if any one knows of a good cnc resours site were tgheres plenty of good tuts or models plz tell me ty.

also just to fit in dos any one know any good scripting tuts?

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