
Subject: Renegade: I Need Help!!! W3D, RenX etc...
Posted by [TheatreRaptor](#) on Sun, 25 May 2003 01:27:13 GMT
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To Those Who Know About the Renegade Editor Programs,
Hello. I have downloaded GMax, RenX, and the Renegade Level Editor. I did this some time ago and have been getting information from various sources on how to make my own level. I have failed. I come to you now in hopes that someone that reads this will know the answer to all of my questions, or at least some of them.
Well, I have a few problems. I hope to soon be able to make awesome levels :twisted: but don't know if I will ever be able to. All I need to know is the things that I don't understand. I don't seem to understand how to use the editor tools very well. :huh: You see:

[list=1]

[*]When I try to make the outside of buildings in the Renegade Editor it comes up with a something is slow thing at the bottom of the screen and ends up doing nothing. I originally thought that this might have just been there there was an error from download but I have deleted and redownloaded the program three times and still the same thing. No building is made. I can get the inside, the animation, the damageability, even most PCT's but not the outside of buildings.

[*]My next problem is in the textureing of things. I can not figure out how to give my terrain any texture. I have this infantry level built only for infantry fighting in a giant cave but i can't get the cave to be anything but one solid color.

[*]My last problem occurs with the lighting. I put all kinds of lighting in RenX and it looks great but that doesn't transfer so I assume that this is not the place. In the Renegade Editor I can't seem to find anything but one lighting thing and that doesn't actually create any light from what I can tell.

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If anyone could help me understand these features in the Renegade editor or tell me of another way to make levels for Renegade, It would be much appreciated. Thank You VERY much for reading this. I look forward to your response.

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