Alrighty.
For #1, the buildings. You can't "create the building" in Commando Editor, all you do is create the "controller". This bring the building (which you make in RenX) to life. So make the building in RenX. In RenX go to File>RenX Object. Click Add and go to C:>Program Files>Renegade Public Tools>How To>Multiplayer map>Map Template. Then you can choose between flying and non-flying buildings. Click OK after you selected it. On the next screen click all and all the names should become highlighted. Click OK. If it ask you to merge transform animation click no. No your back at the RenX Object screen. Just exit. Now you should see models of all teh buildings in Renegade. Now when you export your terrain into commando editor, you click the create building button. You postion those building "controllers" I told you about earlyer, and put them as close or hopefully inside the building it belongs to.

#2. In RenX find and click the Renegade Material Editor. Give it a name, and select from the dropdown list what kind of material it is (example: grass, dirt, water). Now click on Pass 1 tab, then on the Textures tab. Check the stage 1 texture box. Now click on "none". Now find the texture you want, and open it. Once you've picked it, click on the "display" button to the right. Then look for the icon that says "Apply Material to Selection" when you put your mouse over it. Now if you ahve your terrain selected you can click this. If not, click on your terrain, then click this button. Now if you don't see your texture yet, or it looks crappy, look on the far right tool bar of renx. Look near the top of the toolbar, and find the tab that looks like ablue arc rainbow. Click on it. Now you should see a drop down list that says "Modifier List". Click on the drop down, and scroll down until you see "UVW Map". Once selected your texture should look differently. Now select what kind of object you have (plane, cylinder, box, etc). After you select it, your texture should look decent. Now look at the U, V, and M underneath it. Punch it numbers there, and expirment around until you get your results. Just play with it. Now after you export, put all the textures you put on your objects, in your C:>Program Files>Renegade Public Tools> Level Editor> (your mod package name)>Editor Cache folder. Now when you open it up in commando, everything should be right.

#3. Renegade can't read lights that you put in RenX. So don't do it. The lighting tool you find in Commando you can change. Click "Temp" or "Add", now you can click on the grey colors in the Settings tab and change them to what you want. After you made your changes, click ok, and make them around your map. Now look at the top of commando, look for lighting. Click on it, scroll down and click "Computer Vertex Problem". Check "Check Occlusion" then click ok. Now it might take aminute or two depending on how big your map is, and how many lights you placed. But after it's done you should have lights all over your map. Whenever you add more lights, click computer vertex problem again and again.

Hope this helped all your problems, and keep having fun modding renegade. If you have any more troblem, email me. kidrage11@attbi.com