
Subject: Re: RenX/GMAX freedom

Posted by [DL60](#) on Fri, 16 Nov 2007 15:40:47 GMT

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Quote:Heightfield is still better in my mind Big Ups , and who says a map needs tunnels....

A good renegade map needs tunnels.

Heightfield are sh**

Big maps are sh**

My first map was a LE created map and after that I decided to learn seriously Gmax/Max or stop it.

Big maps created by LE-Heightfield are the worst ones you can create for Renegade.

Okay the APB-Maps aren't created by LE-Heightfield but they are huge and simply sh**

Renegade ISN'T battlefield. Renegade needs small maps and is best played with max. 20 players. That is Renegade.

Btw thats why Marathon-Servers suck and they are only for noobs because you can play endless without losing or winning when 40-50 play on them - ideal for n00bs.

Ah that was relieving to have this said here.

Edit: B2T it is possible to create them without Gmax if you really want. Export all buildings in a seperate .w3d terrainfile and add them as preset. In LE you can make Terrain selectable and place all buildings where you want. BUT no double buildings are possible. You have to extract a slight modified version for a double building. read the tutroial for this at renhelp.
