Subject: Re: createing a ob in LE
Posted by Veyrdite on Fri, 11 Jan 2008 03:16:19 GMT

View Forum Message <> Reply to Message

cnc95fan wrote on Fri, 11 January 2008 09:39Canadacdn wrote on Thu, 10 January 2008 16:34L33tTech wrote on Thu, 10 January 2008 16:12 Hello good posters of Renforums. I seem to have a problem with the Level Edit editing system. I am able to create a purchase terminal and a Master Control Terminal and am able to correctly place the building controller but I cannot seem to create the outer structure of the Obelisk of Light. I ask you if anyone would have an easy-to-follow walkthrough to help me get started in the world of Renegade modding.

TRANSLATED FOR AN EASIER READ!

ROFL. His original post reminded me somewhat of a IDS_STRING_NAME
Canadacdn changed that to the English translation version.

1) Load the exterior of the obelisk to your map
2) Apply the Tiles > Building Aggregates -Multiplayer > Nod Obelisk.
3) Make sure the proxies are included in the model.
I believe that is what he is asking to do (without Renx)