
Subject: Sciencepark Gmax, multiple buildings
Posted by [RedOne](#) on Sat, 08 Nov 2008 14:39:25 GMT
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Hello all.

I am busy on a map and working with Gmax for it. I searched for this problem on the forum but cant find the right answer.

Also I use www.renhelp.net (thx to the writers for the tuts) but can not find my answer there to.

Whats on my mind:

In The netherlands in Amsterdam there is a buidling where I worked. I have the technical drawings of it so i had the plan to make a map out of it for (first) renegade.

The problem:

A lot of segments of this building I can use more then once. On <http://www.renhelp.net> I read that when I want to use copies of the segments I have to rename the meshes to a unique name. But for a building with 721 Appartments its a bit of work to do it.

My idea:

I have a gmax file with the exterior with al the walls textured(thx to renhelp), working glass (also thx to renhelp). This file I want to load in another file with xref. There I make the interiors (rooms, bathroom kitchen etc etc). This file I put in a final file with te big building also with xref. This final file I export to w3d for Renegadetools.

Why:

If I want to change something to the exterior I only have to change one file instead of a lot of segments I work with autocad for my work and there i learned the good thing of xrefs. And I have to make one file to multiply.

Question:

Is there a way to make it work like I want ?
Do I have to use Xref objects or Xref Scene ?

PS I am Dutch. If there is somebody who knows howto he/she doesnt have to translate to english for me.

I hope somebody can help me with this.

Greetings

Rene

