Subject: Importing your own Gmax file as a preset
Posted by sauron--the--king on Sun, 21 Nov 2010 23:13:13 GMT

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Hello,

I've been using scripts and making maps for some time, but I've never worked with Gmax. Now I've made my own Gmax file. It's the floor-plan of Mission 10:

Now I want to import this to my own made map as a preset (Mission 10 but then multi-player and much more fun). In the mission GDI has to destroy the base. NOD is inside a place where GDI can't come, with this floor-plan on the ground (in big, about 5 meters in length). NOD will be able to see where the GDI player(s) is/are on this floor plan. Each time a GDI player enters a zone, a small black dot will be made on this floor plan on the place where the GDI guy is. When GDI walks for a while, the NOD players will see where GDI is and will then be able to teleport to them. So I need this floor-plan be imported in the map (big and moderate/high quality) as a preset. Can someone explain me how to do this? If there is an easier way to to it, please tell me.
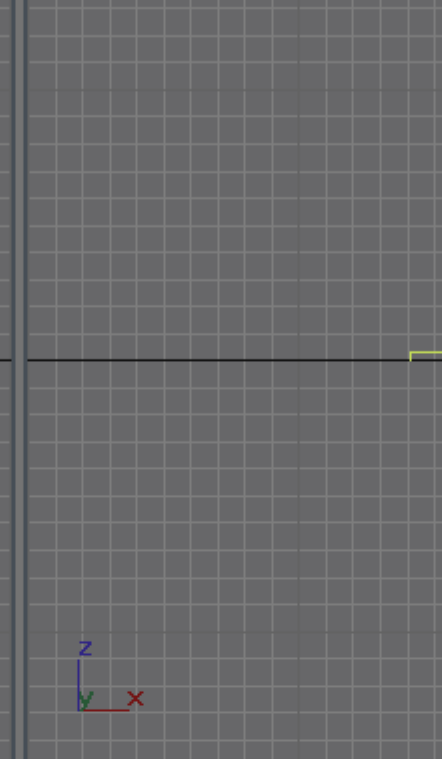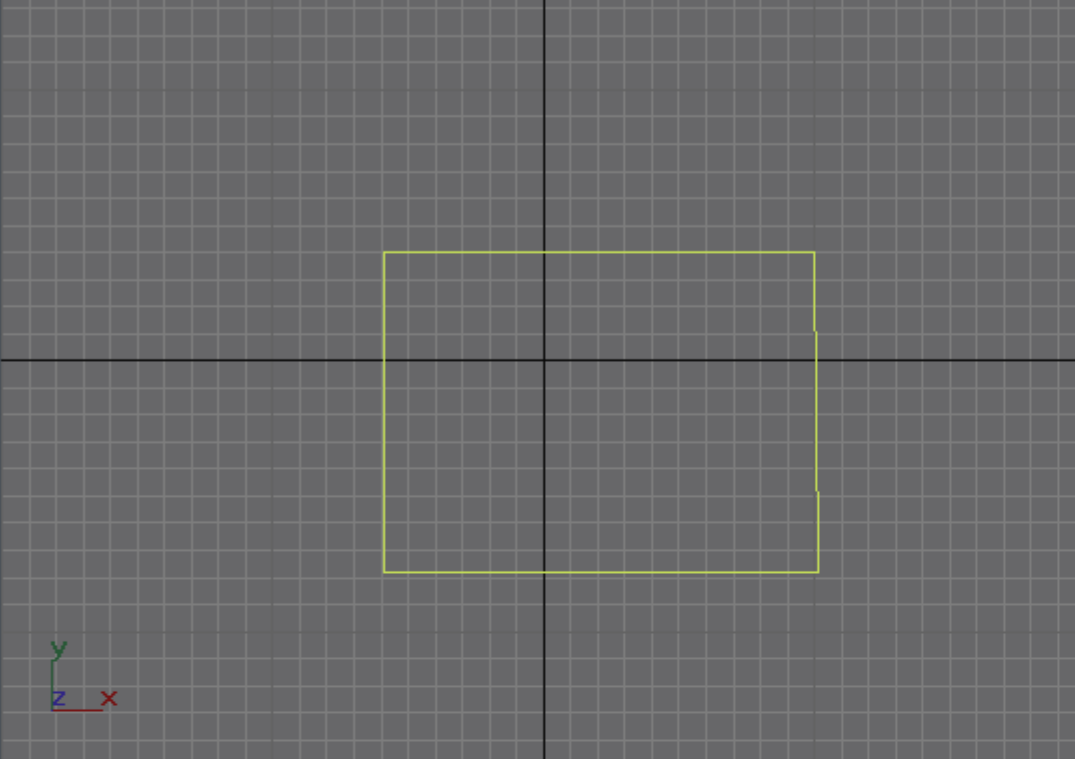
Thank you in advance,
Kind regards,
Sauron

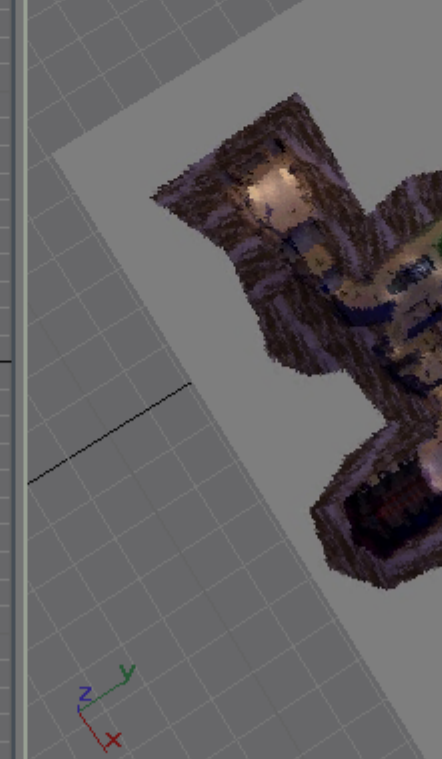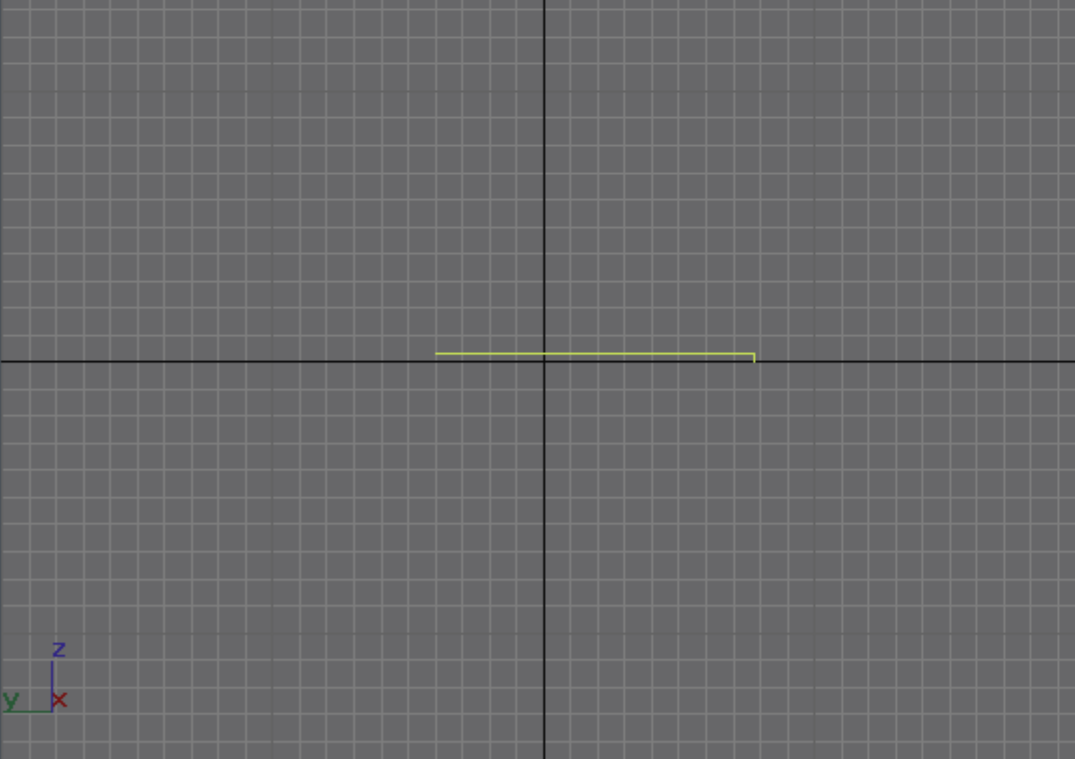## File Attachments
1) screenshot.png, downloaded 980 times

File   Edit   Tools   Group   Views   Create   Modifiers   Animation   Graph Editors   Customize   MAXScript   Help

All | View

X   Y   Z   XY

Top

Front

y
z   x

z
y   x

Left

Perspective

z
y   x

z   y
x

0 / 100

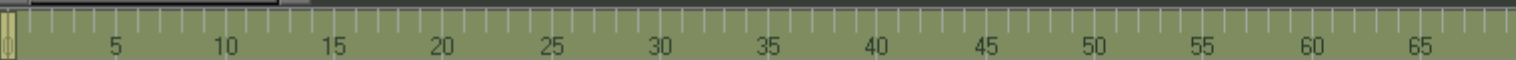5   10   15   20   25   30   35   40   45   50   55   60   65

None Selected

Object Has been UN_ISOLATED

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