Subject: im new to renx/gmax, but would like to make some maps....
Posted by Laser2150 on Wed, 03 Sep 2003 22:49:25 GMT
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Exporting:

1) prepareing for export:

select everything you want that people can walk or touch (not buildings, leave them alone   )
on the toolbar, click the hammer on the tabs.
Click the W3D settings
Go down to the 5 checkboxes:
Projectile/vechile/camera/vis/and pyshical.
Check Projectile,camera, and Pyshical.
This keeps you from falling to hell.  :twisted:

2) exporting from Renx:

Deselect everything and save for map.
Click opens>export

A browse window appears. when this does Type the name you want for it, like "myfristlevel".
Make sure it says W3d below it, not plasma.

click save or export "forgot what it says" then a box will appear with a bunch of stuff.
Click the Renegade terrian.
and click ok

this will make you map in a .w3d file.

Now open leveledit and make a mod package. call it Newmap or something.
Double click it and open it up.

Now move you .w3d into the mod folder made at

C:/program files/renegade pub tools/ leveledit/(modnamehere) and place it anywhere in the folder.

now go back to leveledit and make a new map.

3) Making it work.

IN Leveledit find the part that says maps in the toolbar, click on it and hit the add button.

Give it a name and then click settings.

It will say null, click the folder button on the end of that text box and find your .w3d

click ok and click make.

Add a GDI spawner. under Objects>spawners
 click export .pkg and click ok.

Start renegade and make a lan game for only you. (1 player)

Start up the map!!! horray!

If you fall though the level, you forgot the w3d settings!!!! go back and fix them. then re export.

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