Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Thu, 18 Apr 2002 22:33:00 GMT
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SUCCESS!I now present my first map titled:"The Map at the End of Time...."
http://brainspit.tripod.com/Themapattheendoftime.html Where all the people are pure black, the
ground is a floating pink island in the sky, the trees are baby blue and nothing isas it
seems....surreal, no?   [April 19, 2002: Message edited by: BrainSpitter]

Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Thu, 18 Apr 2002 23:08:00 GMT
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 ROFLMAOthat deservers the title "Weirdest map ever made for any game ever"[April 18, 2002:
Message edited by: Woggy]

Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Thu, 18 Apr 2002 23:11:00 GMT
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Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Thu, 18 Apr 2002 23:38:00 GMT
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Holy s'hit.. /me grabs sakura

Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Thu, 18 Apr 2002 23:42:00 GMT
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AAACCCKKKKKKKKK!!!!!!!

Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Thu, 18 Apr 2002 23:55:00 GMT
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Great start Brain! I like to make surreal maps with lots of teapots in them cause they're easy to
make Now you need to start learning how to set up UV coords and Renegade materials in gMax!

Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Fri, 19 Apr 2002 06:48:00 GMT
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Hjelstrom: 1: Thanks for the tools.   2: Do you have any relatives or something coming from Norway/Scandinavia?   [April 19, 2002: Message edited by: brutus]

Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Fri, 19 Apr 2002 09:32:00 GMT
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Can u e-mail it to me mu e-mail address is   res0wa1g@verizon.net

Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Fri, 19 Apr 2002 10:41:00 GMT
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You need to use the renegade material to put textures on things. I'm not sure why you're having problems with it; it worked fine for me   Maybe try re-installing the RenX stuff and make sure you use the icon in the start menu to launch it. Also, in the Renegade material there is a setting for the "surface type". This determines what sound and decal are made when you shoot the surface.

Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Fri, 19 Apr 2002 10:43:00 GMT
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you dont have to change to toolbar like i did in my tutorial..i just did it, to make it easyer for my self.and sofar ivve only been using standard renegae textures.When my Advanced Gmax tutorial is done.the Toolbar will be changed.

Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Fri, 19 Apr 2002 12:43:00 GMT
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heh, yeh, it definetely needs textures, among other things, hey Hjelstrom, are you really the guy who wrote all the do***entation? if so, why is your rank 'recruit'? shouldn't it be WW emplyoee or something? just curious, anyway, That was just a test map, to see if I could walk around and stuff (i could obviously) another problem is that when you shoot at the trees or the ground, it sounds like youre shooting metal, heh, adds to the wierdness.Anyway, Hjelstrom, if you are the guy who wrote all the do***ents, maybe you can help me out with something, I worked on that map some more, I put in some textures, foliage, dirt, wood, and I did it in GMAX, not RENX, because for some reason, the material editor in my RENX isnt working, I click on it and nothing happens, so I

had to do it in GMAX, anyway, so I try and open the map up in RENX and I get an error message saying "an error has occured and the application will now close, do you want to save a copy of the current state?" I get this msg every time I try and open the map in RenX, I have no problems opening it in GMAX, I tried transfering one of the textured trees to the test map (i opened it in RenX to make sure I could first) and and opened it up in RenX, again, I get the same error message, so I'm guessing it has something to do with the textures, I was using a picture of foliage to make..foliage for my trees, part of the texture, which is on a plane, is transparent, does Renegade not support this or something? could this be the reason it crashes? btw, the trees were starting to look really kick ass, sucks that I can't use em (yet, at least)

Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Fri, 19 Apr 2002 13:08:00 GMT
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Brutus, yes my great-grandfather came here from Sweden. Also Jani Penttinen worked on Renegade and he is from Finland. now stop crying

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Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Fri, 19 Apr 2002 14:21:00 GMT
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Hjelstrom, byt the Renegade materials editor, you mean just the material editor, like the one in GMAX, except in Renx? (that ball with the check flag on it?) or that thing that takes its place in Renx? that 'make a renegade skin' icon? I have no idea what that thing is for, btw, so you -are- the one who wrote the do***ents?

Subject: Mappage! -(EDIT: yo, Hjelstrom, msg4u)
Posted by Anonymous on Sat, 20 Apr 2002 00:34:00 GMT
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*Sobs for being ignored.... *