Subject: Hjelstrom
Posted by Anonymous on Mon, 22 Apr 2002 19:38:00 GMT
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yo Hjelstrom i hope you answer this...is there going to be a new version of the commando editor or ren x? because there are somethings that need to be added/fixed...1) when you apply a texture to a plane or object or somethin, it stretches really big - and i tried applying a uv map and then changing the length and width, but there should be an easier way.2) more help on the tuts for getting the defensive structures to work3) help on making tunnels4) ANY help on the strings?5) why is the barbed wire on the barracks, and the two (nod and gdi) refs parts in the front all one object? that restricts us from moving a base, since the other base's object (s) will come too.6) there are more but i can't think of any... guys if u have any post 'em here, maybe greg will get to this topic.

Subject: Hjelstrom
Posted by Anonymous on Mon, 22 Apr 2002 20:53:00 GMT
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Ok well these are all basic things you should know before trying to make a map, this is 3d stuff, if you are not experimented in 3d editing then i suggest that you read some tutorial on 3dmax and the gmax tutorial...but anyway i'll answer your questions1. when you apply the texture using the uvw map modifier, you only need to play with the value for U and V, if your texture seems to be stretch its because it has only 1 tile for U and V so you need more U and V tiles. try seting the value to 8 or more and see what happens. Once your done fixing the material, right click on your mesh and convert it again to editable mesh.2. I've posted the script you need to attach to your Obelisk and AGT already since Jonathan Wilson found out how to use the scripts in the editor finaly   here's the link of my previous post on the subject:Obelisk/AGT problem solved3. For making tunnel in gMax, select the object you need to cut the hole in, press 2 on your keyboard, on the new toolbar click on "compounds" and select boolean. What you just did is convert your object to a boolean object, now on the right hand panel make sure A-B is selected then click on pick operhand B button.The button will remain pressed untill you select the object you want to use for the operhand B, so click on the object you want to use to cut the hole in the object A and that's it.theres plenty of other way to do it but this is the basic way...4. for the strings, be more specific, what exactly you need to know ?5. All these object are grouped together, notice the name: Hidden this mean they wont show up in the game they are just blockers, now if you want to ungroup them, then just select them, and in the menu group, click on ungroup, now they are all separate object, place them where you need them, then group them again as Hidden for the name.6. Well if you got more stuff concerning 3d just read some tutorials, there are plenty on the net, and this as nothing to do with moding. and btw you realy should look at the posts before asking, these questions have probably have been answered alot of time before. Tip : use that search options on top of the topics

Subject: Hjelstrom
Posted by Anonymous on Mon, 22 Apr 2002 22:34:00 GMT
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Actually the barracks wires are not grouped. I've tryed...they don't come apart, or at least once they do they lose their "special" (alpha) mapping.Also, the oblisk textures are all messed up.The alpha blending doesn't work.

Subject: Hjelstrom
Posted by Anonymous on Tue, 23 Apr 2002 03:37:00 GMT
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ya the textures part is the barbed wire...also, some guy on the mod team i'm on said this:Bizz Recruit Member # 1557 Rate Member   posted April 22, 2002 17:53
--I've added a unit for both sides now, but when I play a map and build my unit it doesn't work. If I am GDI the unit gets stuck in the War Factory or if I am Nod it sits in the air above the aistrip. Can anyone help me?Note: The map I am using was not made by me. It is just a normal map that Westwood made. can u answer that abjab?

Subject: Hjelstrom
Posted by Anonymous on Tue, 23 Apr 2002 03:48:00 GMT
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quote:Originally posted by Ingrownlip:Actually the barracks wires are not grouped. I've tryed...they don't come apart, or at least once they do they lose their "special" (alpha) mapping.Also, the oblisk textures are all messed up.The alpha blending doesn't work.well i dont know why youre unable to ungroup/move/remove them it works fine for me, when i ungoup the barracks

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Subject: Hjelstrom
Posted by Anonymous on Tue, 23 Apr 2002 04:00:00 GMT
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quote:Originally posted by Doc6886:ya the textures part is the barbed wire...also, some guy on the mod team i'm on said this:Bizz Recruit Member # 1557 Rate Member   posted April 22, 2002 17:53   --I've added a unit for both sides now, but when I play a map and build my unit it doesn't work. If I am GDI the unit gets stuck in the War Factory or if I am Nod it sits in the air above the aistrip. Can anyone help me?Note: The map I am using was not made by me. It is just a normal map that Westwood made. can u answer that abjab?im oging to go for, a simple answer, in the factory, i would say that the vehicle spawn point is too far back, try moving it forward a bit.. and the same sort of thing with the air strip.. make sure that the spawn point is in the right spot... i've found the renegade to be a bit sensative to this

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Subject: Hjelstrom
Posted by Anonymous on Tue, 23 Apr 2002 04:52:00 GMT

quote:Originally posted by Doc6886:ya the textures part is the barbed wire...also, some guy on the mod team i'm on said this:Bizz Recruit Member # 1557 Rate Member   posted April 22, 2002 17:53   ---I've added a unit for both sides now, but when I play a map and build my unit it doesn't work. If I am GDI the unit gets stuck in the War Factory or if I am Nod it sits in the air above the aistrip. Can anyone help me?Note: The map I am using was not made by me. It is just a normal map that Westwood made. can u answer that abjab?Have you set the way path ? do they connect to the construction zone ?, also you need a path that goes from the vehicule_construction zone to the tiberium_field for the harvesteranyway it as been explain before in many post, look at pages 30 and up, heres a link of one topicwar factory/ airstrip controlers

Subject: Hjelstrom
Posted by Anonymous on Tue, 23 Apr 2002 05:01:00 GMT

hmm, he said it was a westwood made map. I'm not sure if he meant they made the terrain and he just used it or it is actually one of their complete, playable maps that shipped.

Subject: Hjelstrom
Posted by Anonymous on Tue, 23 Apr 2002 05:03:00 GMT

It should work fine. I have been working on a top secret mod. (Not gonna discloase much) Anyhow, it doesn't have a War factory. The vehicles drop outta the big secret thing. Then they just land. and park a little bit away. It looks really coooooooool. I can't wait to finish it.

Subject: Hjelstrom
Posted by Anonymous on Tue, 23 Apr 2002 11:58:00 GMT

quote:Originally posted by Sadistic_Turtle:hmm, he said it was a westwood made map. I'm not sure if he meant they made the terrain and he just used it or it is actually one of their complete, playable maps that shipped. ya - hourglass (made by westwood) was added... we thought that that would probably mean no errors with controllers

Subject: Hjelstrom
Posted by Anonymous on Wed, 24 Apr 2002 00:03:00 GMT

it was both the terrain and the models... everything.took the required files from hourglass's mix

file.

Subject: Hjelstrom
Posted by Anonymous on Wed, 24 Apr 2002 00:29:00 GMT
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bump