
Subject: Renegade Map Making Tutorial
Posted by [Spice](#) on Tue, 01 Jun 2004 21:45:27 GMT
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A long time ago I used this tutorial and it helped me learn alot of stuff , not to mention how to make maps. I noticed alot of people asking questiosn that i learned from this tutorial. So I unzipped Beachhead's lunar landing map and took the email from it. Then sent him a message. He replied with the link Enjoy. This shows you how do alot of stuff in gmax as well as level edit. Ive never read the whole thing myself , but alot of people who want to start making maps use this tut. I guarantee it will help you.

Subject: Renegade Map Making Tutorial
Posted by [WNxPunk](#) on Tue, 01 Jun 2004 22:00:18 GMT
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Doesn't work!

Subject: Renegade Map Making Tutorial
Posted by [Dishman](#) on Tue, 01 Jun 2004 22:09:29 GMT
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Use this, twas inside exdeath's URL:

www.wildfiregames.com/insurrection/tutorials.shtml

Anyway, I used that site when I was first starting to use 3ds/Gmax, as well as modding renegade. Good ol' days, .

Subject: Renegade Map Making Tutorial
Posted by [Spice](#) on Tue, 01 Jun 2004 23:21:41 GMT
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Ahh yes thanks Disman and yes i used it alot to back in the day , it helped alot Thank beachhead for making it.

Subject: Renegade Map Making Tutorial
Posted by [deadaim00](#) on Wed, 02 Jun 2004 00:18:16 GMT
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Thanks ex, I used taht all the time when I was learning to map. Good job finding it!

Subject: Renegade Map Making Tutorial

Posted by [BabyCatjuhh](#) on Thu, 03 Jun 2004 15:45:29 GMT

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Download the Tutorial Package (Hold ALT while selecting): (includes building-setup-flying.gmax, LandingCraft.gmax, Lunar_Landing.gmax and textures)

Download the LVL package (to use in Commando)

The links of those are dead.. :/ anyone has a backup?

Subject: Renegade Map Making Tutorial

Posted by [Spice](#) on Thu, 03 Jun 2004 16:43:52 GMT

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You dont really need them. All you really need comes with the renegade public tools. all you need is the buildings_setup. Its in the C:\Program files\Renegade public tools\How to\Multiplayer maps\Map template

It should be in that folder. there is also a gmax version of hourglass if you wanna look at that and get some idea's.

Subject: Renegade Map Making Tutorial

Posted by [Oblivion165](#) on Thu, 03 Jun 2004 17:02:27 GMT

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or follow my tutorial, "From step one, how to make a map"

every detail from gmax to level edit. It might be on renhelp soon, i submitted it last night. But for now its on my forums.

<http://www.dr-oblivion.com/forums>

Subject: Renegade Map Making Tutorial

Posted by [BabyCatjuhh](#) on Fri, 04 Jun 2004 13:04:38 GMT

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oblivion165 or follow my tutorial, "From step one, how to make a map"

every detail from gmax to level edit. It might be on renhelp soon, i submitted it last night. But for now its on my forums.

<http://www.dr-oblivion.com/forums>

I made a post on your forum since I'm getting errors with your tutorial :/

Subject: Renegade Map Making Tutorial
Posted by [Spice](#) on Fri, 04 Jun 2004 23:23:22 GMT
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I cant see his tutorial wont load

Subject: Renegade Map Making Tutorial
Posted by [Oblivion165](#) on Fri, 04 Jun 2004 23:31:42 GMT
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my server is under extreme load, im running 3 sites off of it, it will get better in time, it will load, but you might have to refresh it, to get it to go right.

and its big, its like 8mb all together.

<http://www.dr-oblivion.com/Forums/viewtopic.php?t=5>

Also its not RenX, its has some of that, but its just for a newcomer, a heightfield map.

Subject: Renegade Map Making Tutorial
Posted by [Spice](#) on Sat, 05 Jun 2004 01:40:18 GMT
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Ive never made a heightfield map. I hink im gonna try one tommorrow.

Subject: Renegade Map Making Tutorial
Posted by [Oblivion165](#) on Sat, 05 Jun 2004 02:45:41 GMT
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in a way they are better, because you can have multiple textures, and its easy to make hills etc. the only problem is if you have underground buildings or anything, because you cant cut the meshes, but you can still do it. also if you have tunnels, its hard.

Subject: Renegade Map Making Tutorial
Posted by [BabyCatjuhh](#) on Sat, 05 Jun 2004 10:41:55 GMT
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To Begin!

Start by opening the file "buildings-setup.gmax" or

can someone give me this? i don't think I have it.. :/

Subject: Renegade Map Making Tutorial
Posted by [Spice](#) on Sat, 05 Jun 2004 17:08:46 GMT
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look in your C:\programfiles\Renegadepublictools\how to\Map template folder if you installed them to the default directory.

Subject: Renegade Map Making Tutorial
Posted by [Oblivion165](#) on Sat, 05 Jun 2004 17:11:03 GMT
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those files are at the top, download the xips and you should be able to do the rest.

Subject: Renegade Map Making Tutorial
Posted by [BabyCatjuhh](#) on Sun, 06 Jun 2004 06:18:36 GMT
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Ehm.. it seems that I have 2 maps with RenX in it.. one is with gmax and the other is RegenadePublicTools, which also has Leveledit.. which map (which RenX) should I use :/

Map 1

Map 2

Subject: Renegade Map Making Tutorial
Posted by [BabyCatjuhh](#) on Sun, 06 Jun 2004 08:01:21 GMT
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Ehm.. I managed to make a map.. but I still have some errors.. 1) Nod harvy isn't moving 2) AGT kills you from miles away 3) sometimes the buildings are gone.
I don't know how to fix that o0

Subject: Renegade Map Making Tutorial
Posted by [Spice](#) on Sun, 06 Jun 2004 22:36:00 GMT
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You must set the harvester Way paths. Read more on the tutorial it tells how. For the AGT shooting really far you can set its range limit (Check propeties maybe of the controller) or just put a huge rock infront of it

Someone Should Sticky This topic.

Subject: Renegade Map Making Tutorial
Posted by [BabyCatjuhh](#) on Mon, 07 Jun 2004 06:01:21 GMT
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I have set the waypoints.. They work for the GDI harvy, but not for nod's. Also the Obelisk's firing animation is way above the ob itself..

Subject: Renegade Map Making Tutorial
Posted by [Oblivion165](#) on Mon, 07 Jun 2004 06:31:10 GMT
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if you followed my tutorial youd see the controller actually goes underground.

Subject: Renegade Map Making Tutorial
Posted by [BabyCatjuhh](#) on Mon, 07 Jun 2004 13:41:12 GMT
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oblivion165if you followed my tutorial youd see the controller actually goes underground.

I did. but then the OB wasn't working at all.

Subject: Renegade Map Making Tutorial
Posted by [Spice](#) on Mon, 07 Jun 2004 16:07:35 GMT
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Put the controller right on the OB crystal. That's where it should be.

Subject: Renegade Map Making Tutorial
Posted by [BabyCatjuhh](#) on Tue, 08 Jun 2004 06:28:26 GMT
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EXdeath7Put the controller right on the OB crystal. That's where it should be.
it is.. :/ I'll take a screen later..

Subject: Renegade Map Making Tutorial
Posted by [Spice](#) on Tue, 08 Jun 2004 07:07:03 GMT
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Hmm ok maybe It should be there. Been forever since ive messed with renegade map making.

Subject: Renegade Map Making Tutorial
Posted by [BabyCatjuhh](#) on Tue, 08 Jun 2004 11:45:56 GMT
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EXdeath7You must set the harvester Way paths. Read more on the tutorial it tells how. For the AGT shooting really far you can set its range limit (Check propeties maybe of the controller) or just put a huge rock infront of it

Someone Should Sticky This topic.

Where can I find the properties?

Subject: Renegade Map Making Tutorial
Posted by [Spice](#) on Wed, 09 Jun 2004 02:58:41 GMT
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Double clicking on your selected object should Bring up the properties menu. If not , select your object in your window to the right (the with all the controllers and and tree's ect) then select what you want to view the properties of and hit the mod button below (by the make button).

Subject: Renegade Map Making Tutorial
Posted by [BabyCatjuhh](#) on Fri, 11 Jun 2004 12:33:20 GMT
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I think I accidently deleted some cameras when I was making my map in LevelEdit o_O; Is that a big problem?

Subject: Renegade Map Making Tutorial
Posted by [Spice](#) on Mon, 14 Jun 2004 07:31:30 GMT
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Might be im not a Expert on LevelEDIT. Thought I would bump this up for others to see.
