
Subject: Harvester waypoints, sam sites, building locations???

Posted by [Anonymous](#) on Sat, 27 Apr 2002 14:08:00 GMT

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HEY GUYS, where to find the buildings in commando, or gamx, and where in the editors are they, i have only found the sam site, which shoots at both teams???? Also, which is the waypoint pathing to use for harvestors coming out of the weapon factory????

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Posted by [Anonymous](#) on Sat, 27 Apr 2002 14:13:00 GMT

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bump

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Posted by [Anonymous](#) on Sat, 27 Apr 2002 14:25:00 GMT

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I hate you guys...

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Posted by [Anonymous](#) on Sat, 27 Apr 2002 14:26:00 GMT

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Go here <http://eqvaliser.com/renegade/tutorial/maptut/gmax.asp>

Subject: Harvester waypoints, sam sites, building locations???

Posted by [Anonymous](#) on Sat, 27 Apr 2002 14:38:00 GMT

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it is all well and good, but it does not say how to make your own stuff, just to work off the template, it think ill just try drag and drop for now.... but there is no turret?

Subject: Harvester waypoints, sam sites, building locations???

Posted by [Anonymous](#) on Sat, 27 Apr 2002 15:10:00 GMT

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There is a turret, it is in Objects -> Vehicles -> Mounted -> Turret and u can make buildings in gmax and commando for commando, u gotta;Click tiles -> building aggregates multiplayer -> click on the buildings you want -> click mod instead of makeClick the physics tab, you should c a long

path and a .w3d file. Find this in always.dat or relevant.mix then extract to your level edit directory (using RenegadeEX, don't confuse with RenX, they are different programs). Create a new preset which has the path set to the .w3d file that you extracted to the level edit directory. Click ok on the preset window. Then click make. PS. You can do this to any .w3d file that you find PS. Non-standard aggregates or aggregate parts will most likely crash Commando Editor For Gmax, go to Program Files -> RenegadePublicTools -> HowTo -> Buildings -> Buildings.doc read the Buildings.doc from top to bottom, it says how to make your own buildings in GMAX. PS. There is documentation on just about everything you need to make maps in Gmax, if it isn't there, then it is at <http://www.equaliser.com/renegade/>
