
Subject: Questions

Posted by [jop7821](#) on Sun, 08 Aug 2004 07:53:01 GMT

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Im creating a map and have some questions:

1: I want to make new Keycards for doors but how do I set them up? Is it possible to purchase it in a purchase terminal instead on a beacon if so how? and is there a way to make the keycard appear if the holder dies?

2: I'm not sure if this is possible but are "spotlights" possible on night maps and if so how? and is it possible to make them turn

Thanks

Subject: Questions

Posted by [jonwil](#) on Sun, 08 Aug 2004 09:42:34 GMT

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I think dynamic lighting might be possible but it slows things down bigtime.

Subject: Questions

Posted by [jop7821](#) on Sun, 08 Aug 2004 09:51:18 GMT

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Ok so I guess you cant use lights without slowing it down?
How about street lights?

Subject: Questions

Posted by [jonwil](#) on Sun, 08 Aug 2004 10:01:05 GMT

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Those you can probably do because they are static.
But dont ask me how, lighting in the renegade engine is not something I know very much about

Subject: Questions

Posted by [WNxCABAL](#) on Sun, 08 Aug 2004 10:08:16 GMT

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I think the rotating light thingy is possible.
Can't be too sure though

Subject: Questions

Posted by [Jaspah](#) on Sun, 08 Aug 2004 12:32:32 GMT

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I've seen purchasable keycards that replace the beacon, it was in C&C_Titanic I think. Best ask whoever made that map.

Subject: Questions

Posted by [sniper12345](#) on Sun, 08 Aug 2004 12:57:17 GMT

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Titan made it, I believe.

Subject: Questions

Posted by [Sir Kane](#) on Sun, 08 Aug 2004 13:04:43 GMT

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Try assigning a key-card instead of a beacon preset as beacon in the purchase settings. That might work.

Subject: Questions

Posted by [jop7821](#) on Mon, 09 Aug 2004 03:24:08 GMT

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Where are there regular keycards located in the map editor?

Subject: Questions

Posted by [Sir Kane](#) on Mon, 09 Aug 2004 10:12:36 GMT

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Object->PowerUp->Keycard powerups

Subject: Questions

Posted by [Renx](#) on Mon, 09 Aug 2004 10:38:51 GMT

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jonwill think dynamic lighting might be possible but it slows things down bigtime.

Yes, SomeRhino made it a couple months ago

Subject: Questions

Posted by [jop7821](#) on Tue, 10 Aug 2004 07:46:01 GMT

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Thank you guys for the help

Subject: Questions

Posted by [Sn1per XL](#) on Tue, 10 Aug 2004 10:34:38 GMT

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Could someone use dynamic lighting for a gun flash? Like when someone fires there gun it creates a lighting effect.

Subject: Questions

Posted by [Fabian](#) on Tue, 10 Aug 2004 15:00:12 GMT

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Not that I know of...

Subject: Questions

Posted by [Sn1per XL](#) on Wed, 11 Aug 2004 00:06:15 GMT

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Pretty sure Generals does that for there units. Its called a light pulse.

Subject: Questions

Posted by [Fabian](#) on Wed, 11 Aug 2004 01:09:17 GMT

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I think the SAGE engine supports dynamic lighting....but most of the headlights are just transparent meshes made to look like headlights.

Subject: Questions

Posted by [jop7821](#) on Thu, 19 Aug 2004 07:50:02 GMT

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I have another question now:

Is it possible to make a portal that you can teleport to some open area without having another teleporter and also not being able to teleport back and if possible how?

Subject: Questions

Posted by [Slash0x](#) on Thu, 19 Aug 2004 08:56:16 GMT

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Renxjonwill think dynamic lighting might be possible but it slows things down bigtime.

Yes, SomeRhino made it a couple months ago

It was just a high poly mesh with the texture blended to nothing, I believe...

Subject: Questions

Posted by [Madtone](#) on Thu, 19 Aug 2004 09:12:08 GMT

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jop7821I have another question now:

Is it possible to make a portal that you can teleport to some open area without having another teleporter and also not being able to teleport back and if possible how?

<http://renhelp.co.uk/?tut=28> - Teleport tutorial

Subject: Questions

Posted by [jop7821](#) on Thu, 19 Aug 2004 19:23:30 GMT

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Thanks

Subject: Questions

Posted by [icedog90](#) on Thu, 19 Aug 2004 21:47:24 GMT

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RenxYes, SomeRhino made it a couple months ago

Yes, but it slows down the game a lot.

Subject: Questions

Posted by [jop7821](#) on Fri, 20 Aug 2004 02:45:31 GMT

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Last question I think...

-I make Civillian buildings that are accesable to the inside but it turns out invisable so I'm asking how do you make the building inside visable?

Subject: Questions
Posted by [Hav0c](#) on Fri, 20 Aug 2004 06:59:19 GMT
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Erm, flip the polys?

Subject: Questions
Posted by [jop7821](#) on Fri, 20 Aug 2004 23:37:06 GMT
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errr....How?...in RenX?

Subject: Questions
Posted by [jop7821](#) on Sat, 21 Aug 2004 08:29:29 GMT
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I still need to know

Quote:Last question I think...

-I make Civillian buildings that are accesable to the inside but it turns out invisable so I'm asking how do you make the building inside visable?

Subject: Questions
Posted by [WNxCABAL](#) on Sat, 21 Aug 2004 10:25:10 GMT
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did you use a plane to make the buildings?

Subject: Questions
Posted by [jop7821](#) on Sat, 21 Aug 2004 15:24:20 GMT
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No...Is that the reason?

Subject: Questions
Posted by [Fabian](#) on Sat, 21 Aug 2004 15:45:33 GMT
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If you don't know why you can only see a mesh from one side, you need a better understanding of Gmax before you start making a map.

Subject: Questions

Posted by [Hav0c](#) on Sat, 21 Aug 2004 15:50:49 GMT

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Select the polygon and click "Flip" on the menu :S

Follow some tutorials :S

Subject: Questions

Posted by [icedog90](#) on Sat, 21 Aug 2004 16:53:42 GMT

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Make a box. Convert it into an editable mesh. Select "Polygon" and go Edit > Select all.

On the right panel, scroll down until you see this:

Press "Flip."

You can now see inside the box, but not outside.

Now you make another box that covers the flipped box.

There you have it. A simple building with an interior.

This tutorial was brought to you by icedog90.

Subject: Questions

Posted by [jop7821](#) on Sun, 22 Aug 2004 01:50:26 GMT

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Thanks, icedog90

Quote:SEAL Posted: Sat Aug 21, 2004 7:45 am Post subject:

If you don't know why you can only see a mesh from one side, you need a better understanding of Gmax before you start making a map.

Why didn't you tell me then?
