Subject: Map Making
Posted by SuperMidget on Tue, 01 Feb 2005 15:04:21 GMT
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I'm interested in learning how to make renegade maps.

Any suggestions on where I can get the necessary software and instructions for the job?

Subject: Map Making
Posted by Sir Phoenixx on Tue, 01 Feb 2005 15:27:19 GMT
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You can get the official mod tools and other things like the buildings, textures, vehicles, tutorials, etc. from here: http://ftp.westwood.com/pub/renegade/tools

You also need to download "Gmax" from here: http://www4.discreet.com/gmax/ (blue download link on the left)

One of the mod tools, RenX, is a gamepack (like a plugin) for Gmax and needs it to function.

You can go through the sticky threads at the top of the Mod Forum for tutorials, and you can use google too.

Subject: Re: Map Making
Posted by Oblivion165 on Tue, 01 Feb 2005 15:58:46 GMT
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SuperMidgetI'm interested in learning how to make renegade maps.

Any suggestions on where I can get the necessary software and instructions for the job?

WOW 104 post, and your not fluent enough to know where the tools are. Lol impressive.

Subject: Map Making
Posted by WNxCABAL on Tue, 01 Feb 2005 16:38:01 GMT
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http://www.renhelp.co.uk

Subject: Map Making
Posted by SuperMidget on Tue, 01 Feb 2005 17:30:41 GMT

Sorry?

I just made the decision to try map making out a second ago (prior to posting that) and I didn't look around... jeeze, excuse my laziness.

Asshole.

Subject: Map Making
Posted by Sanada78 on Tue, 01 Feb 2005 19:49:14 GMT

Speaking of map making, I might release the source files for my maps to help others in anyway. They ain't gonna do much else sitting on the hard drive. Just need somewhere to host them. :huh:

Subject: Map Making
Posted by zunnie on Tue, 01 Feb 2005 23:06:58 GMT

lmfao @ your comment Midget lol

And sanada, do you know how FTP works? Ill create an ftp login for you
then you can upload the maps to FanMaps.net website.
I think i did that along time ago once already but during a hostchange
this kinda got forgotten O.o

Subject: Map Making
Posted by laeubi on Wed, 02 Feb 2005 12:32:07 GMT

Sanada78Speaking of map making, I might release the source files for my maps to help others in anyway. They ain't gonna do much else sitting on the hard drive. Just need somewhere to host them. :huh:
I ahve send you a PM about that

Subject: Map Making
Posted by SuperMidget on Wed, 02 Feb 2005 13:35:56 GMT

Man this is hard shit. I used to make so many maps in Starcraft And I thought this would be

similar. Its freaking comlicated! I hope you guys are ready for a ton of questions from me in the near future.

Subject: Map Making
Posted by laeubi on Wed, 02 Feb 2005 17:09:03 GMT
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Maps in StarCraft are more like using MS-Paint

Subject: Map Making
Posted by SuperMidget on Wed, 02 Feb 2005 17:30:20 GMT
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I know that why I loved it. So easy to use! Triggers were easy and interesting to learn too

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Subject: Map Making
Posted by IRON FART on Fri, 04 Feb 2005 05:25:26 GMT
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SuperMidgetMan this is hard shit. I used to make so many maps in Starcraft And I thought this would be similar. Its freaking comlicated! I hope you guys are ready for a ton of questions from me in the near future.
Welcome to the FPS game club.

Subject: Map Making
Posted by icedog90 on Fri, 04 Feb 2005 05:56:17 GMT
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Renegade is actually one of the easiest, in my opinion.

...Except for the annoying problems you get all the time with the tools.

Sandbox editor for FarCry > ALL.

Subject: Map Making
Posted by SuperMidget on Fri, 04 Feb 2005 15:09:31 GMT
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  Obviously you never made starcraft maps. For terrian you could simply use a paint brush like tool and made any terrain at any level. Triggers were SIMPLE too.   I miss you starcraft...

But thenagain, it wasn't a 3D first person game..

Subject: Map Making
Posted by Sir Phoenixx on Fri, 04 Feb 2005 15:21:25 GMT
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Uh, I think he meant Renegade is one of the easiest FPS games to map for.

Subject: Map Making
Posted by icedog90 on Fri, 04 Feb 2005 22:11:09 GMT
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SuperMidget Obviously you never made starcraft maps. For terrian you could simply use a paint brush like tool and made any terrain at any level. Triggers were SIMPLE too.   I miss you starcraft...

But thenagain, it wasn't a 3D first person game..

You understood my post incorrectly, and I have made Starcraft maps before. I also used to make tons of Red Alert maps, and that editor is actually easier.

Subject: Map Making
Posted by SuperMidget on Sat, 05 Feb 2005 01:46:58 GMT
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My bad, I thought you said that RenX is easier then SCXE (xtra editor)

Subject: Map Making
Posted by Renardin6 on Sat, 05 Feb 2005 11:52:09 GMT
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Sanada78Speaking of map making, I might release the source files for my maps to help others in anyway. They ain't gonna do much else sitting on the hard drive. Just need somewhere to host them. :huh:

I can if you want.

Subject: Map Making
Posted by Jaspah on Sat, 05 Feb 2005 14:58:50 GMT

SuperMidget Obviously you never made starcraft maps. For terrian you could simply use a paint brush like tool and made any terrain at any level. Triggers were SIMPLE too.   I miss you starcraft...

But thenagain, it wasn't a 3D first person game..

Wrong! The Warcraft III: The Frozen Throne's map editor is much better. That was the best for a RTS ever.

Subject: Map Making
Posted by SuperMidget on Sat, 05 Feb 2005 23:02:41 GMT

Not true. WC3 editor is much more complex then starcraft's. Although it IS a matter of opinion :rolleyes:

Subject: Map Making
Posted by Sanada78 on Sun, 06 Feb 2005 02:56:50 GMT

Renardin6Sanada78Speaking of map making, I might release the source files for my maps to help others in anyway. They ain't gonna do much else sitting on the hard drive. Just need somewhere to host them. :huh:

I can if you want.

Zunnie has hosted them for me, Laeubi too I think. You can host them if you want to. The more mirrors the better.