Subject: Exporting
Posted by SuperMidget on Mon, 07 Feb 2005 15:45:23 GMT
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 So confusing this gmax...

So i'm exporting my gmax terrian to leveledit. I make sure is w3D and then click the 'renegade terrian' option.

But it dosen't appear when i try to open it. What do I do? (I know about renhelp.co.uk, IMO I think that site is crap, but it does teach the basics, barely.)

Subject: Exporting
Posted by Oblivion165 on Mon, 07 Feb 2005 15:53:04 GMT
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OmG YoU LoSeR! ReNhElP iS thE RoCkSoR!?!??!?!

Anyway, things to check when exporting buildings.

1. Make sure your buildings are about like this in gmax. The closer the building is to the center of gmax, the closer they will be to the corner of the map. (Starting Corner)

2. Make sure you dont rename the .w3d after export. I normally wouldnt think people would, but i see it all the time. On export the w3d uses the export name internally.

3. Try putting a bulding in right in the center of gmax. That way right when you load the buildings preset, a building will be right under you.

EDIT: This site is like the upper backbone, and renhelp is the lower. Very essential to the community.

Subject: Exporting
Posted by SuperMidget on Mon, 07 Feb 2005 17:35:35 GMT
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oblivion165OmG YoU LoSeR! ReNhElP iS thE RoCkSoR!?!??!?!
Lmfao

I'm talking about just terrian, which I have just put a 'plane' with so junk on it (cylinders, cones etc). I haven't gotten to doing buildings yet. Haa..   Same thing apply?

Also, how can I rotate the junk? ex. a hollow tube that units can walk through

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Subject: Exporting
Posted by Oblivion165 on Mon, 07 Feb 2005 19:14:52 GMT

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Easy, select the rotate tool at the top, then select the axis to rotate it on.

EDIT: just read my tut on there, it has all of that information on buildings.

Subject: Exporting
Posted by SuperMidget on Mon, 07 Feb 2005 20:01:53 GMT

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Thanks for your post, I'll keep posting my problems