Subject: Building Tut out yet?
Posted by SuperMidget on Sun, 11 Sep 2005 02:36:37 GMT
View Forum Message <> Reply to Message

A good one

I've been looking for a while. Step by step, easy and smiple, I just can't seem to get one

---

Subject: Re: Building Tut out yet?
Posted by YSLMuffins on Sun, 11 Sep 2005 03:36:42 GMT
View Forum Message <> Reply to Message

What do you mean a "building tutorial"? How to make buildings? How to place them in Leveledit? What?

Subject: Re: Building Tut out yet?
Posted by Aircraftkiller on Sun, 11 Sep 2005 10:29:18 GMT
View Forum Message <> Reply to Message

He said building tut, which I can only assume that he's wondering how King Tut (Tutankhamen) was built back in ancient Egypt.

My dear boy, he was built by the same method you were - sexual intercourse!

Subject: Re: Building Tut out yet?
Posted by Nightma12 on Sun, 11 Sep 2005 11:25:06 GMT
View Forum Message <> Reply to Message

ACKs been doin a lil research!

Subject: Re: Building Tut out yet?
Posted by SuperMidget on Sun, 11 Sep 2005 14:21:43 GMT
View Forum Message <> Reply to Message

 Oh ACK.

I needed a tutorial for standard buidlings for my maps. I don't know if it's done in Level Edit or RenX..

Subject: Re: Building Tut out yet?

Posted by Oblivion165 on Sun, 11 Sep 2005 21:26:46 GMT
View Forum Message <> Reply to Message

Man SuperMidget, you tried to get one from me like 6 months ago.

Still havent figured it out yet?

Subject: Re: Building Tut out yet?
Posted by Oblivion165 on Sun, 11 Sep 2005 21:45:25 GMT
View Forum Message <> Reply to Message

Well i have been wanting to be a Mod Forum Moderator for awhile, so this would be in the right direction. Im still on dial-up for a few days, CitCom hasnt installed our broadband yet so this will have to be images only.

I know you've been here for awhile, but im going to treat this as if i were talking to someone with no experiance what-so-ever. this is not to insult your intellegence, but to ensure everything gets across.

working as of right now.

Subject: Re: Building Tut out yet?
Posted by Oblivion165 on Sun, 11 Sep 2005 22:27:05 GMT
View Forum Message <> Reply to Message

Ok first things first.

Goto: http://www.oblivionabre.com/RenInstall.html

Follow the instructions for "People who need to start modding:"

Note: I often use "~" as a symbol for "Next" or "Then"

When all is installed goto "C:\gmax\gamepacks\Westwood\RenX" and right-click the link called "RenX" ~ Send to ~ Desktop(create Shortcut)

Should look similar to this on your desktop:

Double-Click the link ~ If it asks for a serial, simply register at the link thats provided on the window.

Now download "Sectors Example.gmax" from my attached files. Save it to your desktop, and in Gmax goto File ~ Open ~ (Your Desktop) ~ "Sectors Example.gmax"

It should look something like this:

Now goto "C:\Program Files\RenegadePublicTools\LevelEdit"

Right-Click Leveledit.exe ~ Send to ~ Desktop (create shortcut)

Double-click the new link, and when it shows this:

Hit "New" ~ Name it "tutorial work" ~ hit "Ok"

when its finished loading, you should just see a blue. Go back to Renx and hit File ~ Export ~ Goto "C:\Program Files\RenegadePublicTools\LevelEdit\Tutorial Work" and Save as "Sectors.w3d" ~ Set the next window to "Renegade Terrain" and hit ok.

Switch back over to LevelEdit and do this:

Ok thats all of part 1, im still working on part 2. Uploaded in a few minutes.
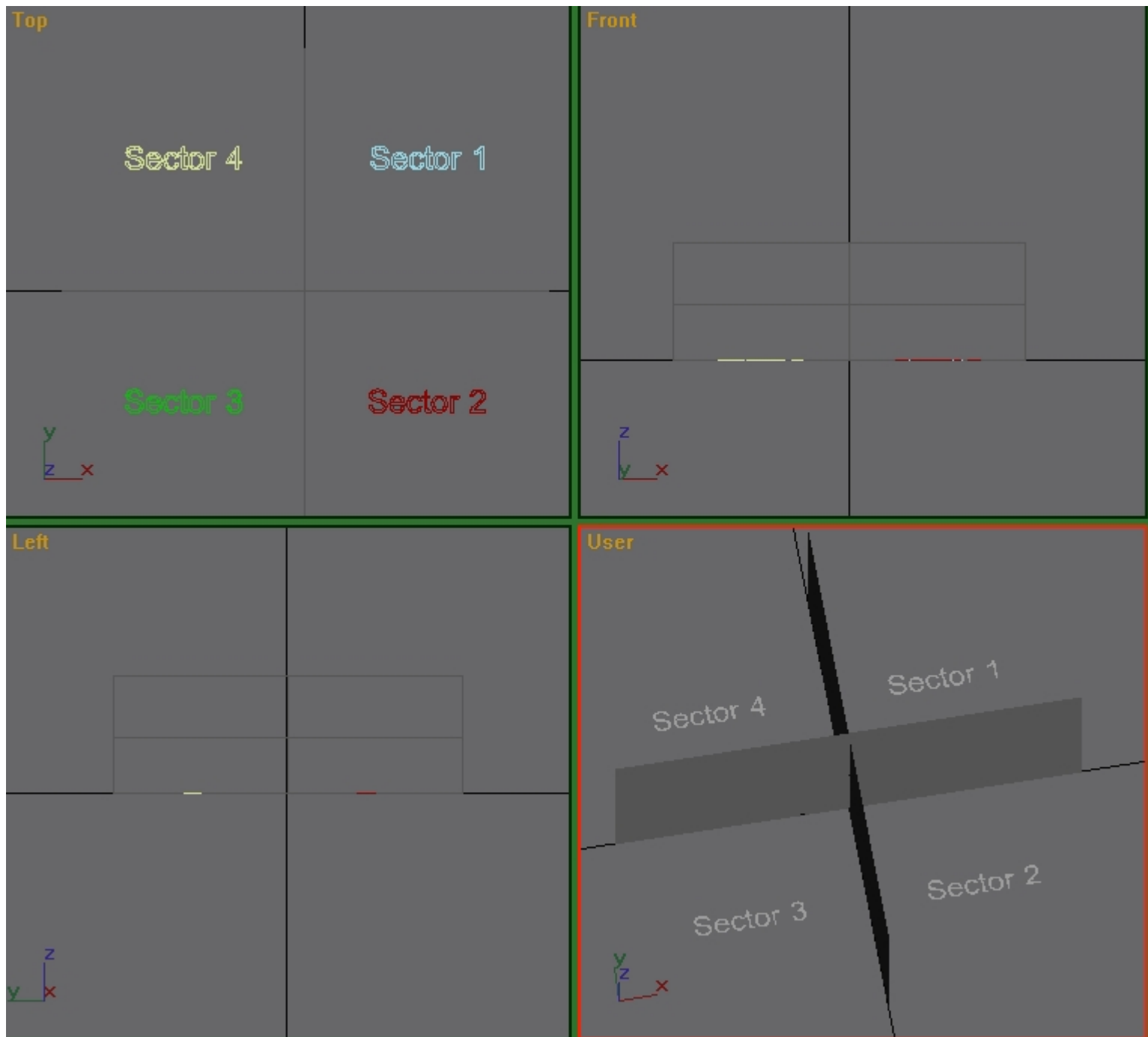
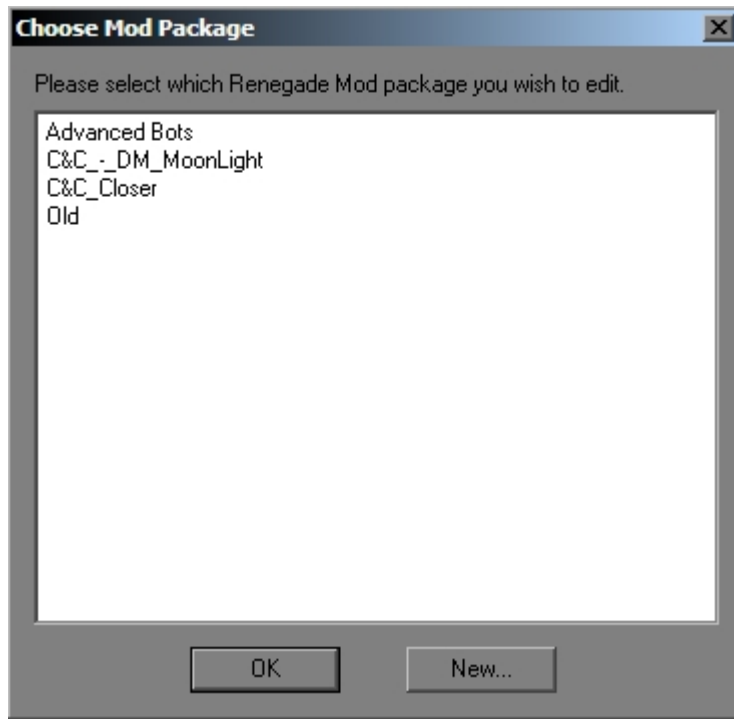## File Attachments

1) SM Tut Img 1.jpg, downloaded 443 times
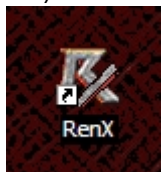
2) Sectors Example.gmax, downloaded 104 times
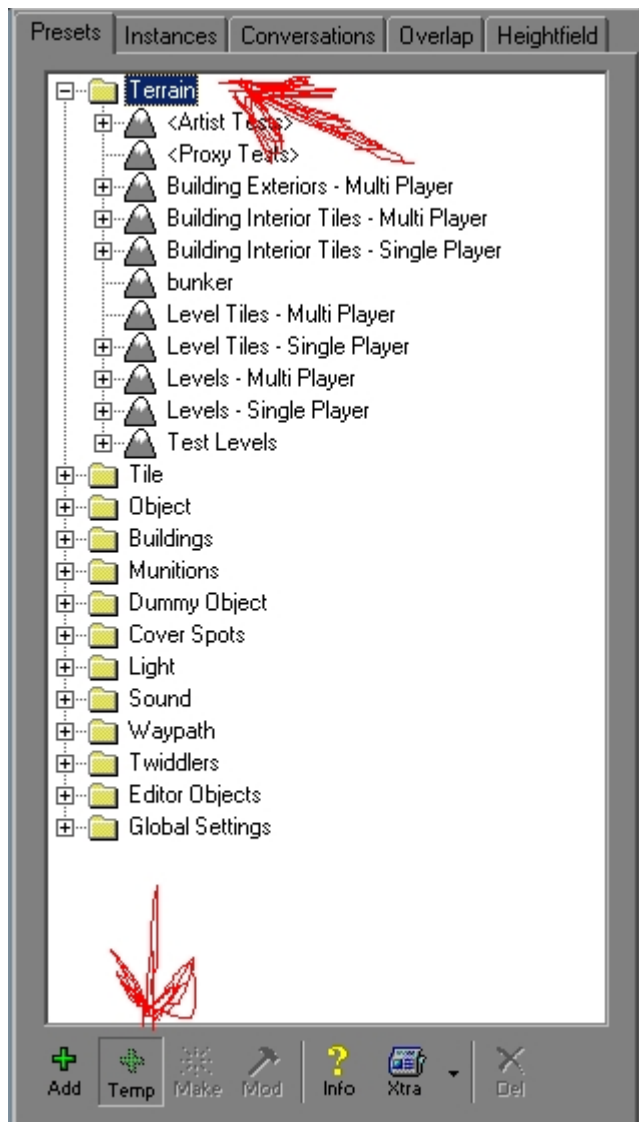3) SM Tut Img 2.jpg, downloaded 436 times

4) SM Tut Img 3.jpg, downloaded 441 times

Choose Mod Package

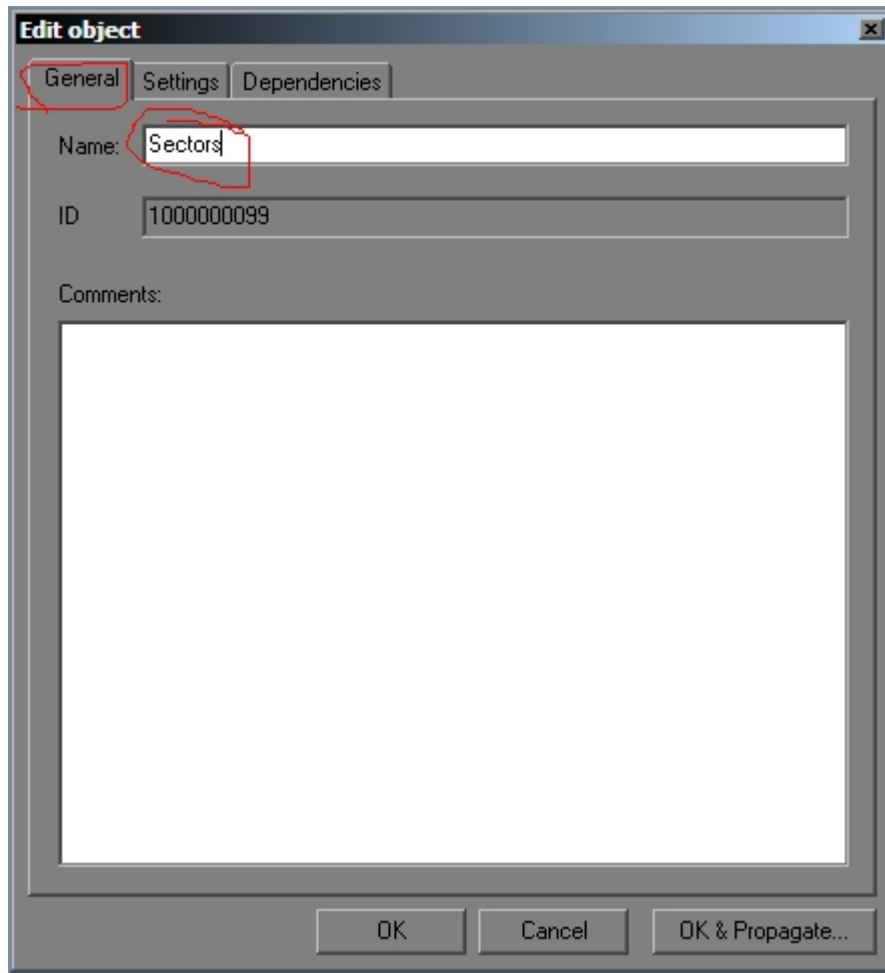Please select which Renegade Mod package you wish to edit.

- Advanced Bots
- C&C_-_DM_MoonLight
- C&C_Closer
- Old

[OK]   [New...]

5) SM Tut Img 4.jpg, downloaded 433 times

Save as type: w3d (*.W3D)

6) SM Tut Img 5.jpg, downloaded 438 times

Presets | Instances | Conversations | Overlap | Heightfield

- Terrain
  - <Artist Tests>
  - <Proxy Tests>
  - Building Exteriors - Multi Player
  - Building Interior Tiles - Multi Player
  - Building Interior Tiles - Single Player
  - bunker
  - Level Tiles - Multi Player
  - Level Tiles - Single Player
  - Levels - Multi Player
  - Levels - Single Player
  - Test Levels
- Tile
- Object
- Buildings
- Munitions
- Dummy Object
- Cover Spots
- Light
- Sound
- Waypath
- Twiddlers
- Editor Objects
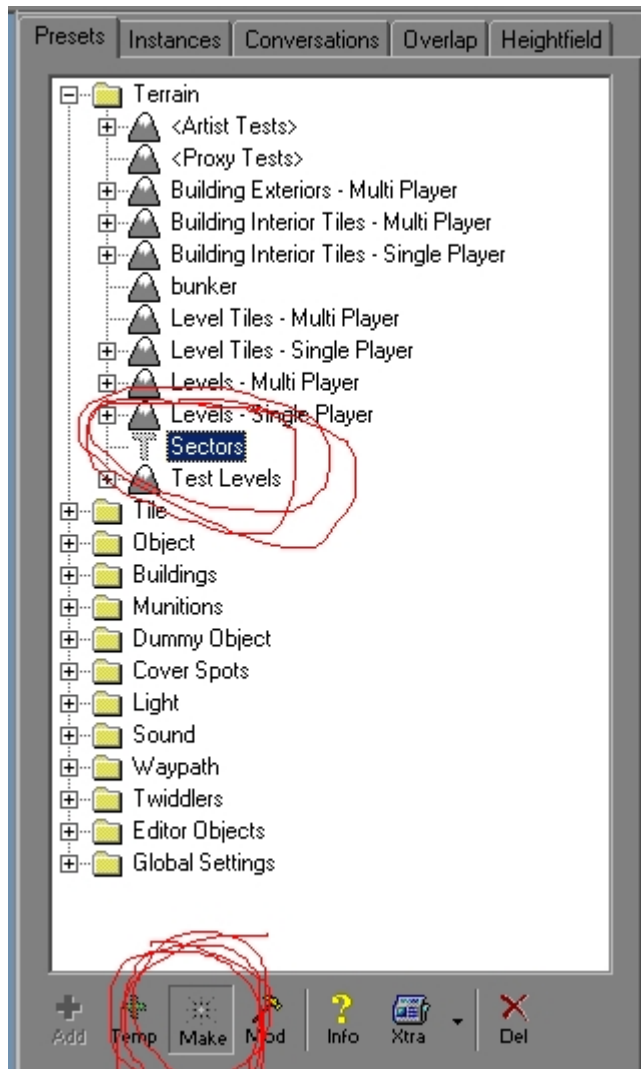- Global Settings

Add Temp Make Mod Info Xtra Del

7) SM Tut Img 6.jpg, downloaded 428 times

8) SM Tut Img 7.jpg, downloaded 434 times
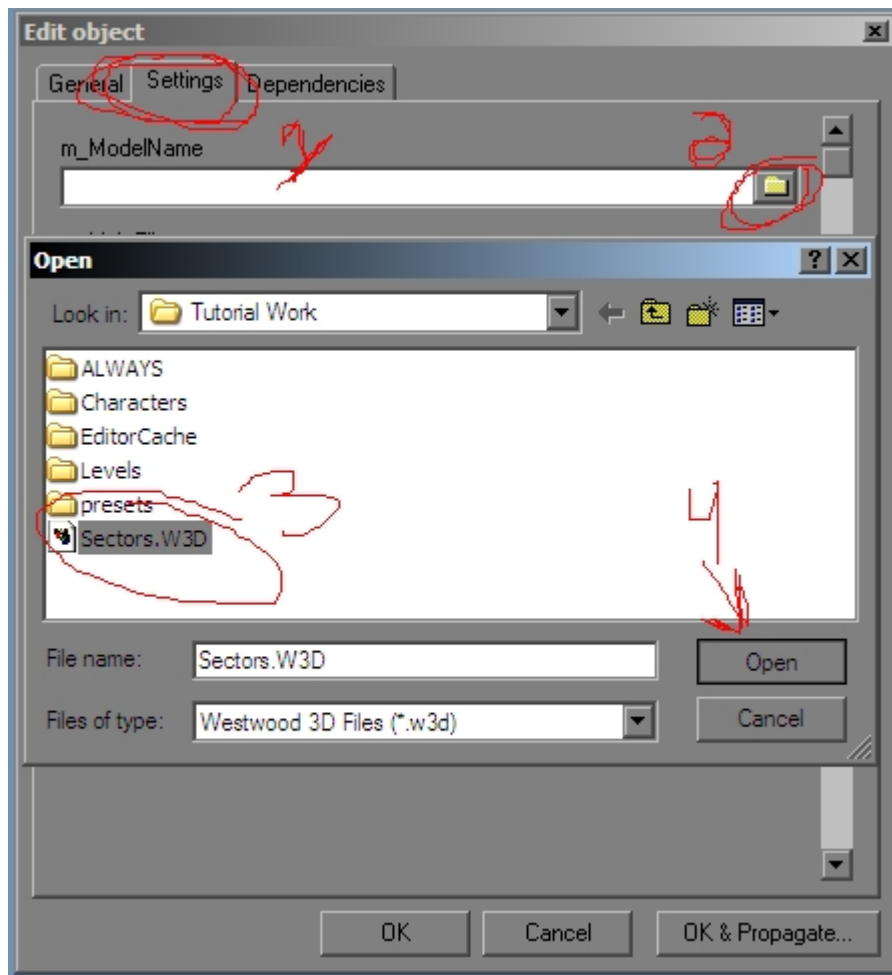
9) SM Tut Img 8.jpg, downloaded 429 times

Subject: Re: Building Tut out yet?
Posted by SuperMidget on Sun, 11 Sep 2005 22:30:00 GMT
View Forum Message <> Reply to Message

As always bro, you rule.

And I haven't been trying, I've been playing Diablo 2.

Subject: Re: Building Tut out yet?
Posted by Oblivion165 on Sun, 11 Sep 2005 22:47:06 GMT
View Forum Message <> Reply to Message

Ok so you should see this on your screen:

You should now see how RenX is depicted to LevelEdit. Also you can see some scale now.

On my RenHelp tutorial http://renhelp.co.uk/?tut=61 i have the building files with proxis.

Direct Link: http://renhelp.laeubi-soft.de/Tutorials/Oblivion/TUT_Proxis/ /buildings_prox.zip

Extract the Gmax file "Buildings_prox.gmax" in the zip and Repeat (The gmax part of)Part 1 with this Gmax file. Name the LevelEdit temp and the .w3d "Buildings"

Take note where the words "Sector 3" "and Sector 4" are, move your camera around to a similar station to show your GDI buildings.

This will get you to the point where you can follow my other tutorial with no problem.

http://renhelp.co.uk/?tut=59

Any questions just ask me here, email me, Pm me, or Yahoo me. Also remeber me on nomination day

File Attachments
1) SM Tut Img 9.jpg, downloaded 433 times

2) SM Tut Img 10.jpg, downloaded 416 times

Sector 4

Sector 3