

---

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 simple, 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 buildings 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

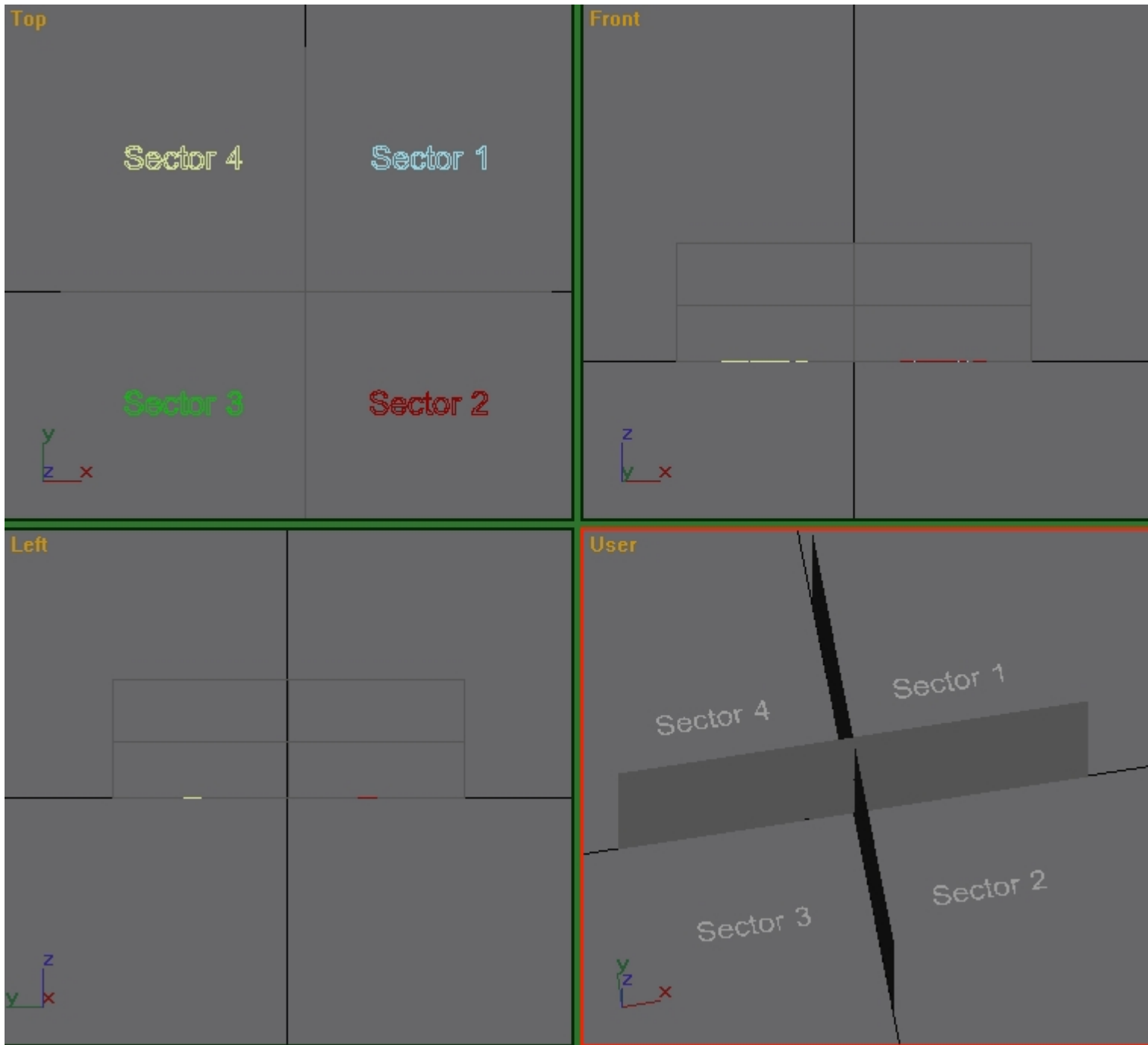
---

1) [SM Tut Img 1.jpg](#), downloaded 186 times

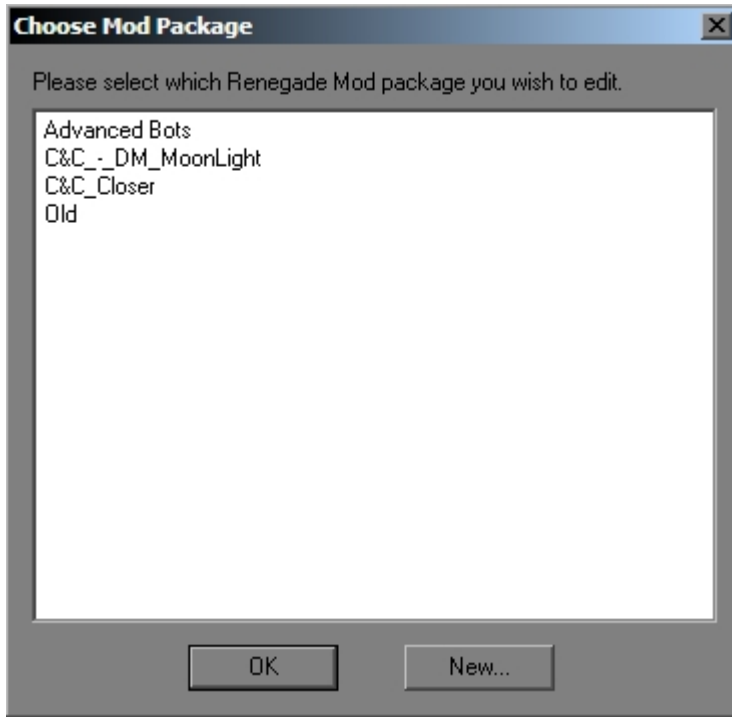


2) [Sectors Example.gmax](#), downloaded 45 times

3) [SM Tut Img 2.jpg](#), downloaded 180 times



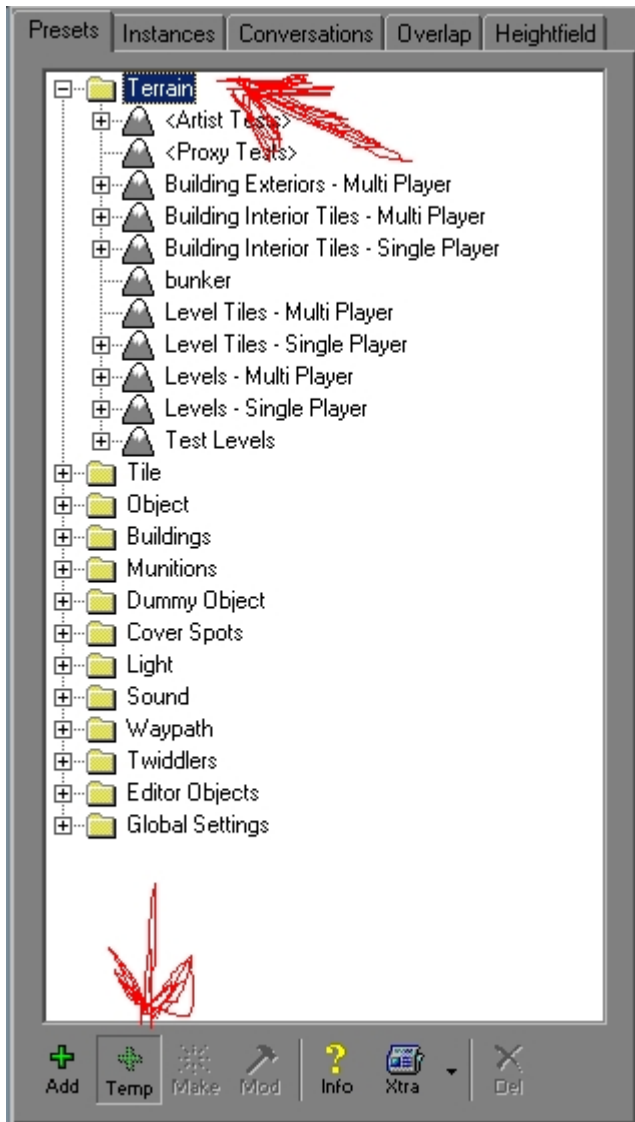
4) [SM Tut Img 3.jpg](#), downloaded 180 times



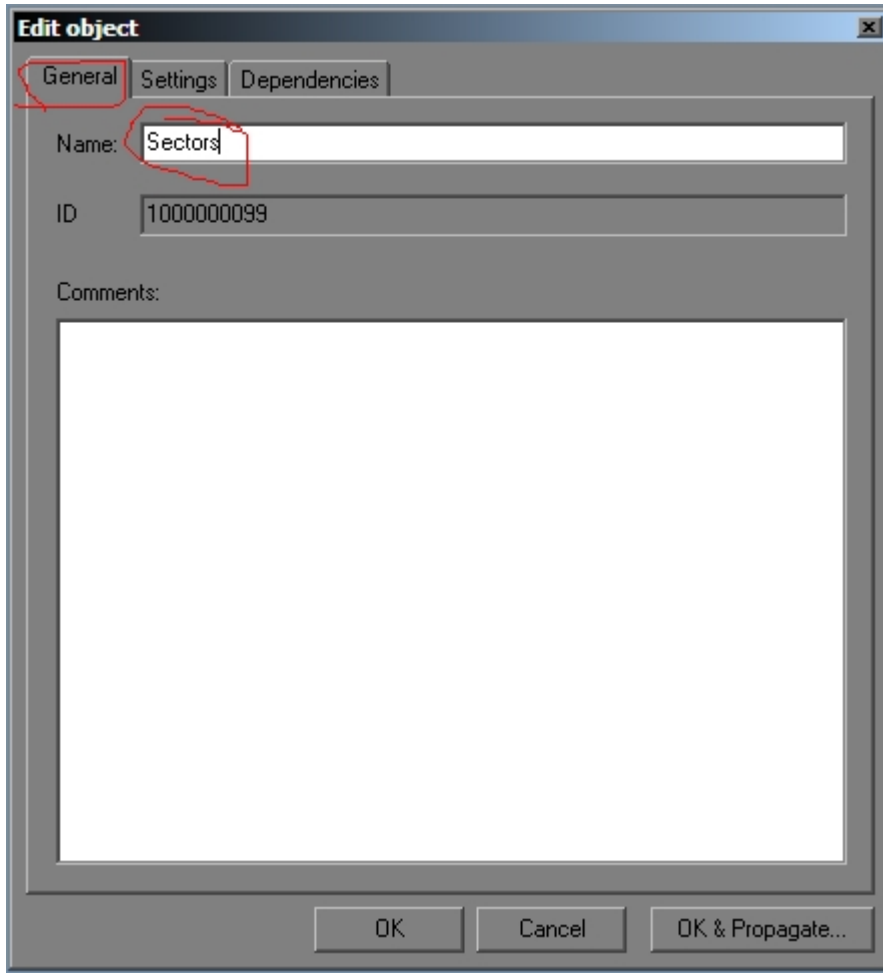
5) [SM Tut Img 4.jpg](#), downloaded 177 times

Save as type: w3d (\*.W3D)

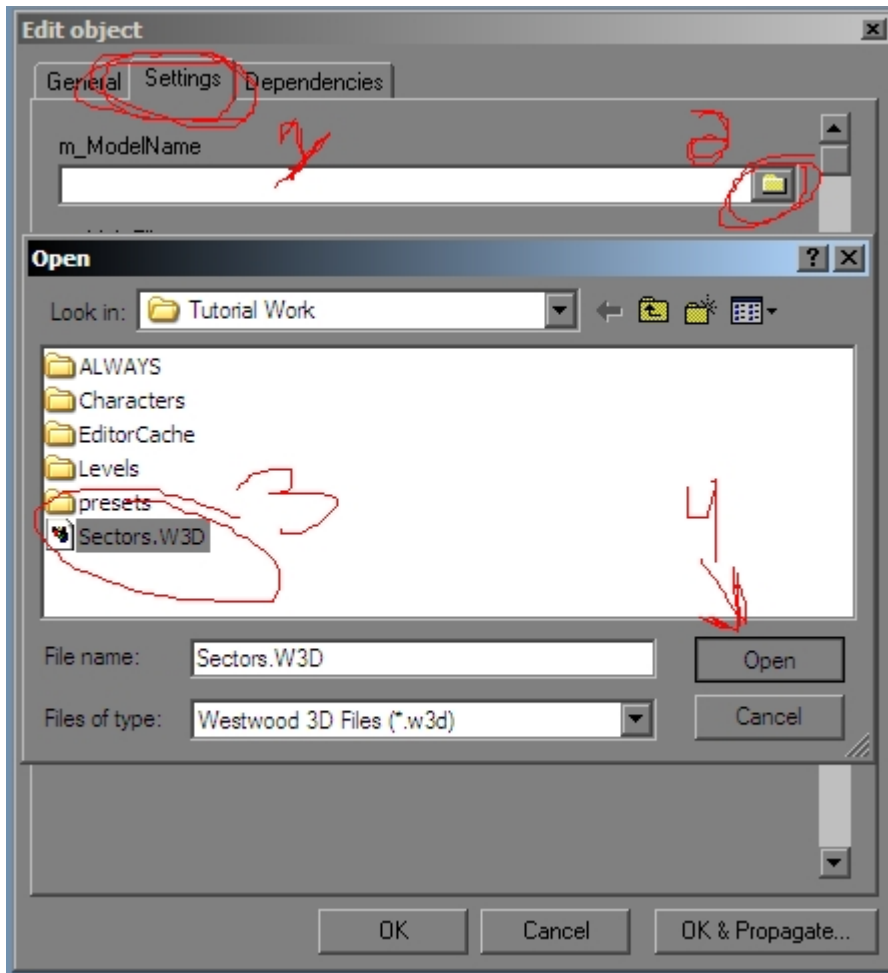
6) [SM Tut Img 5.jpg](#), downloaded 182 times



7) [SM Tut Img 6.jpg](#), downloaded 172 times

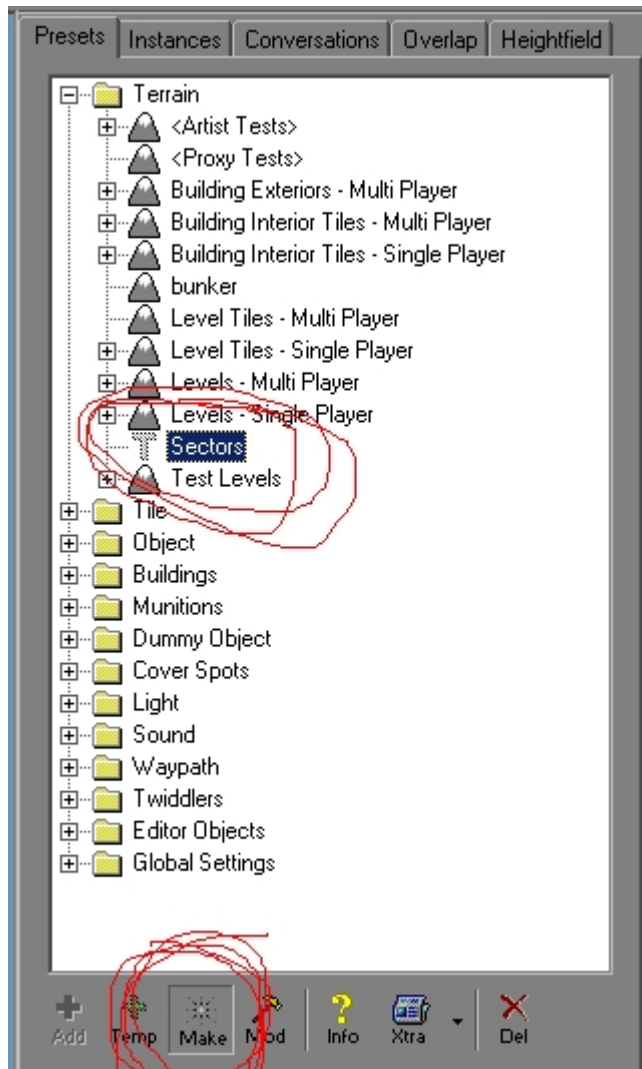


8) [SM Tut Img 7.jpg](#), downloaded 172 times



9) [SM Tut Img 8.jpg](#), downloaded 175 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](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 175 times



2) [SM Tut Img 10.jpg](#), downloaded 165 times

