
Subject: help with reconstruction of SP buildings
Posted by [Anonymous](#) on Thu, 28 Nov 2002 03:59:00 GMT
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I have been working non stop for the last 5 days about 16 hours a day in a effort to reconstruct the single player buildings from the WW building pack for use in a map/mod that i have in the making. Right now, I have managed to complete the Nod Con Yard, but still have a bit of work left on the large roll up door for the entrance. The obelisk is being quite a pain, I can get everything merged and placed together, it looks fine in Gmax, and the animations work perfect. When i export to commando, the elevators do not work and stuff seems to have a ability to move on its own to a different location, ie, my car for the upper level of the obelisk was right side up when i exported, and upside down when i ran Commando. If there is anyone who has either a solution to my problem, or has already recompiled these buildings and is willing to share the gmax and w3d files, please let me know. I have already figured out that the SP version of the hand is missing from the pack, as well as the many of the lower levels, and rooms for the other buildings. My current goal is just to recompile and re-texture all the buildings in a working format to redistribute as a usable work piece, other than a bunch of garbage copied off someones hard drive at westwood, and dumped into a zip folder for download. Feel free to contact me regarding this project via ICQ at 95889974 or email: lordqane@icqmail.com if you have some assistance that i may put forth in my endeavor.

Subject: help with reconstruction of SP buildings
Posted by [Anonymous](#) on Thu, 28 Nov 2002 09:08:00 GMT
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use the gdi rollup door for the conyard, and just replace the texture on the door tiles... also you will have to hide the guilding line BEFORE you export iti have finished the gdi conyard, but not really much to do there...hide the line06, delete the massively dammaged emmitter proxie that was used for mission two, and export the interior and exterior. i just deleted the MCT and made a new one as an aggregate. export it as a terrain. import as a tile or terrain.as far as the door etc.. they will proxie in. you will probably have to preplace in gmax (like always) the conyard.

Subject: help with reconstruction of SP buildings
Posted by [Anonymous](#) on Thu, 28 Nov 2002 09:34:00 GMT
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quote:Originally posted by Khaldor:I have been working non stop for the last 5 days about 16 hours a day in a effort to reconstruct the single player buildings from the WW building pack for use in a map/mod that i have in the making. Right now, I have managed to complete the Nod Con Yard, but still have a bit of work left on the large roll up door for the entrance. The obelisk is being quite a pain, I can get everything merged and placed together, it looks fine in Gmax, and the animations work perfect. When i export to commando, the elevators do not work and stuff seems to have a ability to move on its own to a different location, ie, my car for the upper level of the obelisk was right side up when i exported, and upside down when i ran Commando. If there is anyone who has either a solution to my problem, or has already recompiled these buildings and is

willing to share the gmax and w3d files, please let me know. I have already figured out that the SP version of the hand is missing from the pack, as well as the many of the lower levels, and rooms for the other buildings. My current goal is just to recompile and re-texture all the buildings in a working format to redistribute as a usable work piece, other than a bunch of garbage copied off someones hard drive at westwood, and dumped into a zip folder for download. Feel free to contact me regarding this project via ICQ at 95889974 or email: lordqane@icqmail.com if you have some assistance that i may put forth in my endeavor. The Hand of Nod from SP is about the only thing missing. I think you need to look deeper before you insult the building designer of Renegade.

Subject: help with reconstruction of SP buildings
Posted by [Anonymous](#) on Thu, 28 Nov 2002 10:02:00 GMT
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Ive looked at each individual level as well, but i cannot seem to find a tutorial anywhere on converting from a w3d file back to a gmax file, Xcc mixer will decompile them, but I cannot figure out how to get the Gmax files out to work with them. My complain as far as the buildings pack, wasnt complaining about WW in general, but I am finding alot of missing textures and objects, not to mention alot of cross referenced files when I try and export that look for a folder on a drive that doesnt exist. Any clues on why my obelisk elevators are not functioning properly? If anyone from WW may read this, please understand that my first post was after 72 hours without sleep..all spent on trying to get the blasted obelisk to export correctly, this post, now about 8 hours after the first, is still without sleep...must Mod, no time for sleep. I still have no clue what im doing, and am completely clueless on where its going, but from what i dont know, i think its going pretty well so far.

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Posted by [Anonymous](#) on Thu, 28 Nov 2002 16:43:00 GMT
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you need to understand how door phys works before you try that one out...also..please don't trash and bag on these, the original stuff for Renegade was done in 3DS MAX NOT IN GMAX/RENX, that was a tool that WS developed JUST FOR US TO USE, so you should feel lucky that they DID have these models laying around in a format that we could use... mostly they where for tutorial purposes only, see how to make buildings, everyone is so concerned about reconstructing buildings that are already in game, how is that "Mod"ing them, you said you must mod... you are reinventing the wheel... as for the elevator for the oblisk... it is in always.dat, already a w3d, just proxie that in, and quit wasting all that time.

Subject: help with reconstruction of SP buildings
Posted by [Anonymous](#) on Thu, 28 Nov 2002 16:46:00 GMT
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you problem probably lies in exporting the oblisk with too much stuff...animations are aggregates

(Tile)doors are doors (tile)interior is an aggregate (tile)damage is an aggregate (tile)exterior is a "terrain" but can be used as an aggregate (tile) but will NOT be destroyed by a beacon according to Ack.maybe you should follow that guideline
