
Subject: My new map, Screenies.
Posted by [Anonymous](#) on Wed, 25 Dec 2002 21:15:00 GMT
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Yeah, It's my first REAL map. Don't go off and saying that it's the worst map you ever saw, THAT MEANS YOU ACK! Here's the link:<http://www.cnchq.com/forum/showthread.php?s=&postid=5898> Thanks for your time, and I'm still working on it, so expect it to be better.

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Wed, 25 Dec 2002 21:18:00 GMT
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not bad keep up the good work.

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Wed, 25 Dec 2002 21:23:00 GMT
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Hehe, I'm part owner. It is a good map. Can't wait to play on it. [December 25, 2002, 21:23: Message edited by: vloktboky03]

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Wed, 25 Dec 2002 21:24:00 GMT
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LOL, You did help me alot with those buildings

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Wed, 25 Dec 2002 21:27:00 GMT
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quote:Originally posted by Beanyhead: LOL, You did help me alot with those buildings And that makes me part owner.

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Wed, 25 Dec 2002 21:43:00 GMT
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a new map is always welcome

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Wed, 25 Dec 2002 21:48:00 GMT
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looking good, need a bit more screen shots though, or is that just the finished part so far?

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Wed, 25 Dec 2002 22:39:00 GMT
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Is that thing on the map a Baractory?

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Thu, 26 Dec 2002 04:11:00 GMT
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Does anybody know how to do that in RenX?If I select vertex paint I can only use basic colors, but is it possible to use tuxtures just as in the commando level editor?

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Thu, 26 Dec 2002 05:38:00 GMT
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Anyone?

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Thu, 26 Dec 2002 10:55:00 GMT
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I believe this is explained in ren-help but if it isnt heres how:select the object and press m. Specify the name of the material in the box provided and change the pass count to 2. On pass 1 select the texture which will be blended. if you were making a snowy map with a dirt road you would select the dirt texture. check the box called 'stage 0 mapping'. next go to pass 2 and selec the backround texture used . If you are using the example above you would use a snow texture. click the display button and then go to the shader tab. were it says 'opaque' change it to alpha blend.Apply the vertex paint modifier and paint the area wwre you want the blended texture to show through. Use black vertex paint and click 'vert colour' so that you can see the vertex paint. if you make a mistake either undo it using ctrl+zor paint over it with white vertex paint. On W3D properties check 'valpha' and then export. View the results in the w3d viewer

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Thu, 26 Dec 2002 13:28:00 GMT
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quote:Originally posted by Slayer 143:Does anybody know how to do that in RenX?If I select vertex paint I can only use basic colors, but is it possible to use tuxtures just as in the commando level editor?Do you search for these tutrials (hit the search button on the top of these boards) before posting?

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Thu, 26 Dec 2002 15:05:00 GMT
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The Vertex Paint tool can be used for more than alpha blending--you can create nice looking dark places and shadows as well as help create realistic lighting effects on the terrain with this tool. You just need to make sure that Valpha is not selected if you do this, or the terrain will become transparent!

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Thu, 26 Dec 2002 15:55:00 GMT
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Looks sweet man!

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Thu, 26 Dec 2002 21:32:00 GMT
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quote:Originally posted by CyborgDC:Is that thing on the map a Baractory?Called a Quoset Hut

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Thu, 26 Dec 2002 22:39:00 GMT
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quote:Originally posted by CyborgDC:Is that thing on the map a Baractory?LOL, a Baractory. That sounds like an operation.

Subject: My new map, Screenies.
Posted by [Anonymous](#) on Thu, 26 Dec 2002 23:55:00 GMT
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quote:Originally posted by Beanyhead:Yeah, It's my first REAL map. Don't go off and saying that it's the worst map you ever saw, THAT MEANS YOU ACK!Here's the link:<http://www.cnchq.com/forum/showthread.php?s=&pos tid=5898>Thanks for your time, and I'm still working on it, so expect it to be better.Least you can do is credit me for getting those MP Communications Centers out to everyone...
