
Subject: Sides of maps

Posted by [Sn1per74*](#) on Sat, 22 Jul 2006 02:41:05 GMT

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Okay I am following this tutorial- <http://renhelp.laeubi-soft.de/index.php?tut=8> - I am at the part where u make the edges of the map. I selected the outer edge I put in .00000001 for the extrude, and it make a wall straight up and down. Then i use the scale tool- the one with the box inside the bigger box- and I scale it and it doesnt bend it outward . Please Help

Subject: Re: Sides of maps

Posted by [Zion](#) on Sat, 22 Jul 2006 03:01:28 GMT

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Ren-Help Tutorial Hit the Extrude button, and drag the edges vertically. Hit it again, and repeat.

Scale them out by moving the Z axis higer. It will make them move out and create the sides.

Actions:

1. Make the extrude value respective to the tutorial and hit extrude.
 2. Move the edges up some.
 3. Extrude again.
 4. Move the edges up some more.
 5. Scale the edges on the Z axis up to a decent size.
 6. Extrude again.
 7. Move the edges up some more.
 8. Scale the edges on the Z axis up to a decent size.
 9. Repeat steps 3 though 5 to reach desired effects.
-

Subject: Re: Sides of maps

Posted by [Sn1per74*](#) on Sat, 22 Jul 2006 15:59:17 GMT

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The edges move outwards more than they do upward. The go up barely any at all. But I can't get them to bend outward.

Subject: Re: Sides of maps

Posted by [Sn1per74*](#) on Sat, 22 Jul 2006 16:06:19 GMT

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Nvm I got it- I clicked the extrude button and it would change the extrusion. But if I didn't click it... it worked. And when IT says select a few of your ground polygons- My plane is huge and there is only like 25 to select.

Subject: Re: Sides of maps
Posted by [Sn1per74*](#) on Sun, 23 Jul 2006 01:08:16 GMT
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Help here please.

Subject: Re: Sides of maps
Posted by [SuperFlyingEngi](#) on Sun, 23 Jul 2006 02:02:21 GMT
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You don't want to have too few ground polygons, or else fog won't work properly.

That's about as far as my knowledge on this topic goes.

Subject: Re: Sides of maps
Posted by [Sn1per74*](#) on Sun, 23 Jul 2006 03:31:31 GMT
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I don't know how to change it.. lol When I select a polygon it takes up about 1/25 of the map.

Subject: Re: Sides of maps
Posted by [Sn1per74*](#) on Sun, 23 Jul 2006 17:25:06 GMT
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How do I get more polygons or whatever?

Subject: Re: Sides of maps
Posted by [Zion](#) on Sun, 23 Jul 2006 21:03:11 GMT
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More segments per plane.

When you make a plane, click the modify tab and you can chose how mane segments each plance has. (Not to be changed if you have modified the plane as it will go haywire and be very hard to fix.)

Subject: Re: Sides of maps
Posted by [Spice](#) on Sun, 23 Jul 2006 21:37:28 GMT
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<http://www.apathbeyond.com/forum/index.php?showtopic=4344&am p;st=0>

Use my tutorial, It'll probably be easier to follow.

Subject: Re: Sides of maps
Posted by [Sn1per74*](#) on Sun, 23 Jul 2006 21:43:21 GMT
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I couldn't find the tutorial... I just got a wierd picture....

Subject: Re: Sides of maps
Posted by [Zion](#) on Sun, 23 Jul 2006 21:50:01 GMT
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EXdeath wrote on Sun, 23 July 2006 16:37
<http://www.apathbeyond.com/forum/index.php?showtopic=4344&am p;am p;st=0>

Use my tutorial, It'll probably be easier to follow.

Yes, hyperlink is dead, plus, this is for APB's Level Edit. I think Sn1per74(2) wants it for Renegades Level Edit.

Subject: Re: Sides of maps
Posted by [Spice](#) on Mon, 24 Jul 2006 01:40:51 GMT
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I'm just talking about the Gmax part, since he is trying to make moutains it should all be the same.

Subject: Re: Sides of maps
Posted by [Zion](#) on Mon, 24 Jul 2006 13:30:46 GMT
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However, the hyperlink is dead. 404 error

Subject: Re: Sides of maps
Posted by [Spice](#) on Mon, 24 Jul 2006 14:12:31 GMT
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I warn you, a lot of pictures.

Try this:

http://www.renegadeforums.com/index.php?t=msg&goto=114146&rid=1729#msg_114146

Subject: Re: Sides of maps

Posted by [Zion](#) on Mon, 24 Jul 2006 22:15:40 GMT

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Very good, very explanitry (<not spelt right, i know corrections are welcome)
Great for beginners, i would recoment that Sniper takes a look at this.

Subject: Re: Sides of maps

Posted by [Sn1per74*](#) on Tue, 25 Jul 2006 01:40:37 GMT

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I did- it helped me alot.

Subject: Re: Sides of maps

Posted by [Doitle](#) on Tue, 25 Jul 2006 05:35:37 GMT

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Select the polygons, and locate the tessellate button on your little tool bar to the right. When you press it, each polygon will become... roughly, 8? 10? Try both face and edge options to see which you like better.
