Subject: 2 questions.
Posted by Sn1per74* on Wed, 02 Aug 2006 14:27:52 GMT
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Question 1: How do I make glass in RenX?
Question 2: How do I export lights as a light map to Level Edit?

Subject: Re: 2 questions.
Posted by LR01 on Wed, 02 Aug 2006 15:12:53 GMT
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for the glass:
http://renhelp.laeubi-soft.de/index.php?faq=37#37
hope this helps you

Subject: Re: 2 questions.
Posted by Sn1per74* on Wed, 02 Aug 2006 22:05:17 GMT
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STill need help with Q#2

Subject: Re: 2 questions.
Posted by Zion on Thu, 03 Aug 2006 09:56:52 GMT
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Patients Is A Virtue.

Subject: Re: 2 questions.
Posted by LR01 on Thu, 03 Aug 2006 10:36:03 GMT
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Well,
I like to know that to...

Subject: Re: 2 questions.
Posted by Sn1per74* on Thu, 03 Aug 2006 15:08:07 GMT
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In the tutorial it says LVSMaterial1 = glass then it says LVSMaterial1 = Windows1- which one is
it?

Subject: Re: 2 questions.
Posted by Halo38 on Thu, 03 Aug 2006 15:20:13 GMT
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Sn1per74(2) wrote on Thu, 03 August 2006 11:08In the tutorial it says LVSMaterial1 = glass then it says LVSMaterial1 = Windows1- which one is it?

Taken from renhelp

"The HON windows need "LVSMaterial1 = windows1" on them and the Airstrip windows need "LVSMaterial1 = glass" on their user defined properties"

so "LVSMaterial1 = glass" would be your best bet for normal glass

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Subject: Re: 2 questions.
Posted by Sn1per74* on Sun, 06 Aug 2006 23:56:07 GMT
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Question 2 help please,

Subject: Re: 2 questions.
Posted by YSLMuffins on Mon, 07 Aug 2006 00:06:05 GMT
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For your second question, you can't.

Subject: Re: 2 questions.
Posted by Mad Ivan on Mon, 07 Aug 2006 00:21:12 GMT
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if it's the same lightmaps that i am thinking of, you'll have to refer to Sloth's Lightmaps tutorial (the link was somewhere either here or on the old CnC Reborn forums). But the tutorial is kind of "raw" and won't help you much if you aren't fammiliar with 3DS Max.

Subject: Re: 2 questions.
Posted by Oblivion165 on Mon, 07 Aug 2006 00:41:02 GMT
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The only way to ge these results, that i know of are through the Reborn method. They released these two tutorials:

http://www.oblivioninteractive.com/files/Terrain%20Lights.ra r
http://www.oblivioninteractive.com/files/Interior%20Lights.r ar

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Subject: Re: 2 questions.
Posted by Mad Ivan on Mon, 07 Aug 2006 10:08:42 GMT
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yup, those are Sloth's.

Subject: Re: 2 questions.
Posted by Halo38 on Sat, 12 Aug 2006 01:16:24 GMT
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Oblivion165 wrote on Sun, 06 August 2006 20:41The only way to ge these results, that i know of are through the Reborn method. They released these two tutorials:

  http://www.oblivioninteractive.com/files/Terrain%20Lights.ra r
  http://www.oblivioninteractive.com/files/Interior%20Lights.r ar

wow i can really see the potential of these!

Any idea how it impacts performance??

Subject: Re: 2 questions.
Posted by Mad Ivan on Sat, 12 Aug 2006 12:19:55 GMT
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It impacts performance as much as the bump-mapped water does

Subject: Re: 2 questions.
Posted by Crow3333 on Sat, 24 Mar 2007 16:23:04 GMT
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Mad Ivan wrote on Mon, 07 August 2006 02:21if it's the same lightmaps that i am thinking of, you'll have to refer to Sloth's Lightmaps tutorial (the link was somewhere either here or on the old CnC Reborn forums). But the tutorial is kind of "raw" and won't help you much if you aren't fammiliar with 3DS Max.

Sorry for digging up this topic. Is there any place where i can get these tutorials? I searched with google and so on but can´t find them.

Subject: Re: 2 questions.
Posted by Oblivion165 on Sat, 24 Mar 2007 16:37:24 GMT
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I no longer have them but I'm sure they are around.