Subject: i was wondering...
Posted by futura83 on Thu, 10 Aug 2006 22:38:47 GMT
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when you add a building to renx, you have to delete the mesh and shape it around the building so textures/bottom floors work alright.

i was wondering, is there a quick way to do this without having to move vertices/edges around? or will i have to spend time doing this all the time?

Subject: Re: i was wondering...
Posted by danpaul88 on Thu, 10 Aug 2006 22:47:21 GMT
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Well if your terrain in your base is flat you can just place the building on top of it. You might need to fiddle with the height a few times to get it just right, so the terrain below does not show through and it's not hovering.

If you want to do it properly though... yes you have to spend time moving stuff around.

Subject: Re: i was wondering...
Posted by YSLMuffins on Thu, 10 Aug 2006 23:19:39 GMT
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the17doctor wrote on Thu, 10 August 2006 17:38when you add a building to renx, you have to delete the mesh and shape it around the building so textures/bottom floors work alright.

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No, you don't--just look for the building tutorials in the stickied threads at the top of this forum and they'll tell you how to do it properly.

Subject: Re: i was wondering...
Posted by futura83 on Fri, 11 Aug 2006 09:59:15 GMT
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YSLMuffins wrote on Thu, 10 August 2006 18:19the17doctor wrote on Thu, 10 August 2006 17:38when you add a building to renx, you have to delete the mesh and shape it around the building so textures/bottom floors work alright.

i was wondering, is there a quick way to do this without having to move vertices/edges around? or will i have to spend time doing this all the time?

No, you don't--just look for the building tutorials in the stickied threads at the top of this forum and they'll tell you how to do it properly.

there arent any sticky topics at the top of this forum with building tutorials though...

Subject: Re: i was wondering...
Posted by Mad Ivan on Fri, 11 Aug 2006 11:25:30 GMT
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http://renhelp.net

Subject: Re: i was wondering...
Posted by futura83 on Fri, 11 Aug 2006 12:46:38 GMT
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why do people constanly refer me to that - if im asking here it means i have checked that site and found nothing of what im looking for.

if there was a tutorial there that helped me out on a problem that i have, i'll use it and not ask here.

thank you.

Subject: Re: i was wondering...
Posted by jnz on Fri, 11 Aug 2006 14:20:39 GMT
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http://renhelp.laeubi-soft.de/index.php?tut=42

im sorry oh mastiful one, i refered you.

kidding...

Subject: Re: i was wondering...
Posted by futura83 on Fri, 11 Aug 2006 15:25:19 GMT
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i dont mean build a building....*mumbles to self incoherrently*

Subject: Re: i was wondering...
Posted by danpaul88 on Fri, 11 Aug 2006 15:29:58 GMT
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he's referring to placing WW buildings on a map, NOT creating his own

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Subject: Re: i was wondering...
Posted by futura83 on Fri, 11 Aug 2006 17:25:38 GMT
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anyone know?

Subject: Re: i was wondering...
Posted by YSLMuffins on Fri, 11 Aug 2006 20:57:31 GMT
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the17doctor wrote on Fri, 11 August 2006 10:25i dont mean build a building....*mumbles to self incoherrently*

Sorry, it just happens all too often when people ask for help without checking the stickied stuff. I thought I remembered a tutorial on renhelp just for what you need, but I was wrong. Here's the closest: a boolean tutorial, which should help you with what you want.

Basically, you'd use this same method, but you'd have to clone the buildings and make sure they're perfectly aligned and touching the terrain. Then you'd use boolean to cut holes.

Subject: Re: i was wondering...
Posted by futura83 on Fri, 11 Aug 2006 21:15:15 GMT
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thanks for trying but boolean dosnt work at all.

Subject: Re: i was wondering...
Posted by danpaul88 on Fri, 11 Aug 2006 22:23:04 GMT
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For boolean the second copy of the building should be sunk into the terrain 0.001 units or something, so it has something bisecting it, otherwise it does not seem to work properly...

Subject: Re: i was wondering...

Posted by futura83 on Fri, 11 Aug 2006 23:20:32 GMT
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for some reason it dosnt affect the terrain at all but deletes the section i have clicked to be 'moved'.

is there any other way apart from boolean.

thanks for your help.

Subject: Re: i was wondering...
Posted by Halo38 on Sat, 12 Aug 2006 00:33:08 GMT
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Yes, the easyiest way is the way i do it.

There is no need to delete the terrain mesh that comes with (for example) the "buildings-setup.gmax" file the terrain seen in this file (called "Object01" and "Plane01") is perfectly aligned to the buildings so keep this mesh

Build your map around these two terrain meshes, then use the edit mesh "Attach" tool to attach "Object01" and "Plane01" to your maps ground terrain mesh. Then use the create tool to build new polygons to fill in the gaps around "Object01" and "Plane01" and your maps terrain mesh

If you wish to move the buildings to diffrent locations then you can detach the polygons of "Object01" and "Plane01" that are around the building you want to move to seperate meshes (for each building) and group them with the building you wish to move so that the detached terrain stays aligned to your building.

hope this helps

Subject: Re: i was wondering...
Posted by futura83 on Sat, 12 Aug 2006 09:29:51 GMT
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thanks for that.

even though ill be using the buildings in C&C mode, i've still save the mesh as a seperate file lol

Subject: Re: i was wondering...

Posted by YSLMuffins on Sat, 12 Aug 2006 18:18:26 GMT

Just FYI, but the boolean method does work. If your ground is mostly (or completely) flat, you just have apply an edible mesh modifier (or convert to edible mesh if you don't need the boolean modifier). Your new faces and vertices should be created to match the underside of the building. You just have to delete them.