
Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:33:00 GMT
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Hello everyone. To answer a few questions I thought I would place a few links in a post to FAQs and guides. Hopefully it will reduce the amount of "How do I?" posts and give all the information to map/mod makers in one place. A list of official tutorials can be found: [here](#) quote:If you want to learn how the Mod Tools work then this is your place to start. All the documents you need on how to make maps and mods are here, and we will be updating this page from time to time with new docs giving you even more info on how to make your maps and mods the best they can be!To download the official tools click: [here](#) Some of the mod makers in the community have also made excellent tutorials to help new mod/map makers and also produced many resources. Aircraftkiller's c&c map making guide can be found: [here](#)Beach head's c&c map tutorial: [here](#)Various map making tutorials including how to add bots to a map. Hosted by CNCHQ found: [here](#)NOVA: Mod Team's tutorial pack found: [here](#) (log in to fileplanet required) This post is by no means complete. I would ask anyone who wants a link submitted to this post that would help any of our newer mod/map makers to private message me or email me here. I will update this post as often as I can with new links to resources and tutorials. If you have any suggestions for this thread or questions submit them here and hopefully you can get help here rather than posting a question that might have already been asked. Thank you in advance and I hope this helps. [January 12, 2003, 14:36: Message edited by: Mobius]

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:37:00 GMT
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I have a few tutorials here,<http://www.cnchq.com/mapmaking>

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:38:00 GMT
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I'll have a CTF tutorial out soon. You can find it along with Beanyhead's tutorials. ^^

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:39:00 GMT
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How to make your own C&C Map?

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:47:00 GMT

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quote:Originally posted by vloktboky03:I'll have a CTF tutorial out soon. You can find it along with Beanyhead's tutorials. ^^Nah,since you work at alpha it'll be at alpha!

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:51:00 GMT
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quote:Originally posted by Aprime1: quote:Originally posted by vloktboky03:I'll have a CTF tutorial out soon. You can find it along with Beanyhead's tutorials. ^^Nah,since you work at alpha it'll be at alpha! LOL, maybe both? Why not have it spread out more? That way more people can see the tutorial.

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 14:05:00 GMT
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Dante did a great job on putting together a help file with a collection of many different tutorials by different people. the URL of his latest build of ren help is <http://di.ww-unleashed.com/RenHelp/RenHelp1.9.zip> . I hope Dante doesn't mind me posting the link, but i'm sure he would have posted it here anyway. It has a lot of useful things and is still expanding.

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 16:00:00 GMT
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yeah, thanks for posting it, as well i have 90\% of those added already mobius... why did WS delete the link btw..i should have v2.0 out in Febuary

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 16:16:00 GMT
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*note... 2.0 WILL have conyard, CTF, TeamDM, Assault, and Helipad flying script tutorials

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 17:30:00 GMT
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Cool. By the way, will you be adding these to the section on the site called mod documents? It does say "Check back often for more Mod Tutorials" and well...If you are, perhaps you should do something about the mod downloads section aswell. "Here's where you'll find files for you to play with in the editor, as well as maps and mods created by people just like you that we think you'd enjoy! So download away!"Oh look! You don't think I'll enjoy playing any mods or maps that are currently out. Then again, most of the mods out now are rubbish. However, I do enjoy quite a few maps. Perhaps you should consider adding some things to download or at the least edit that message.

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:53:00 GMT
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quote:Originally posted by Dante:yeah, thanks for posting it, as well i have 90\% of those added already mobius... why did WS delete the link btw..i should have v2.0 out in Febuaryv2!!! I still have verson 1. dang i am behind. oh well

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 19:00:00 GMT
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1. anyone can contact me if they have q's about modeling anything in 3dsmax/gmax (except for bone crap and skinning for now...)2. after i get my site done i'll add gmax/3dsmax/etc. tuts to it... [January 12, 2003, 19:01: Message edited by: Sir Phoenixx]

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Mon, 13 Jan 2003 00:14:00 GMT
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Renegade Mod/Map/Skinning/Modeling Tutrial PackageIncludes-Advanced Mapping-Advanced Texturing-Basic Characters 2-Basic Characters-Basic Commando Editing 2-Basic Commando Editing-Basic Mapping 2-Basic Mapping-Basic Skinning-Basic Texturing-Basic Vehicles 2 -Basic Vehicles-Basic W3D Useage-Building Aggregates-Defences-Harvesters-Making Roads-Sam Sites Download it by going to novas site <http://planetcnc.com/ammo/nova/> and hitting tutorials or direct link http://www.fileplanet.com/dl.aspx?/planetcnc/ammo/nova/rmnm_-_tutorials.zip

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Mon, 13 Jan 2003 00:53:00 GMT
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Can somebody make a boning totutorial?

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Mon, 13 Jan 2003 06:21:00 GMT
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Thank you!!!

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Fri, 17 Jan 2003 07:20:00 GMT
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New heightfield tutorial,<http://www.cnchq.com/mapmaking/beanheight.php>

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Fri, 17 Jan 2003 08:25:00 GMT
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quote:Originally posted by Beanyhead:New heightfield tutorial,<http://www.cnchq.com/mapmaking/beanheight.php> couple flaws with your tutorial, i thought i should point out...1. Material Types are NOT just sounds, they are how the emmiters, bullets, (and for tiberium) damage is dealt with on collide, etc.2. You seem to be telling your readers to make the materail the height map? very confusing, i had to read it four or five times to see if that was what i was seeing.3. Vertex Noise = non workingother than those (easy fixes) nice tutorial. [January 17, 2003, 08:26: Message edited by: Dante]

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Fri, 17 Jan 2003 09:58:00 GMT
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Ok, Fixed. Uploading the new tutorial now.

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Tue, 21 Jan 2003 16:31:00 GMT
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What about a weapon making tutorial... Well, mainly just which bones to put where and with what prefixes and export options.

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Tue, 21 Jan 2003 17:49:00 GMT
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LOL ^^ wouldn't that be a dream???i will ask psychoarmy if he will make one..

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Wed, 22 Jan 2003 05:29:00 GMT
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quote:Originally posted by dishcleaner:What about a weapon making tutorial... Well, mainly just which bones to put where and with what prefixes and export options. Look in RenHelp - the FAQ - i have Abjab's info in there about weapon making.

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Wed, 22 Jan 2003 05:48:00 GMT
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Ill have a go at first view tutorials. eg:hands/weapons. Alos 3rd view for weapon of course.

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Wed, 22 Jan 2003 07:32:00 GMT
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can anyone tell me where i can find a script/building controller tut? cus i have made a gate but i dont know how to get it to work

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 09:25:00 GMT
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<http://www.freewebs.com/cncunits/Transparent\%20Water.zip> how to make transparent water you must copy and paste to get link to work [February 02, 2003, 09:26: Message edited by: mike9292]

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 17:48:00 GMT
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Where can i get the archive extractor to skin? I wanna make cool looking vehicles [February 02, 2003, 17:50: Message edited by: gundam007]

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Sun, 02 Feb 2003 18:05:00 GMT
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Here is one Abjab made about creating weapons.
http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic;f=5;t=024977Ah.. good ol' Mobius

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Thu, 06 Feb 2003 06:15:00 GMT
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some tutorial can be found at www.laeubi.de/forum in the tutorial section.

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Thu, 06 Feb 2003 09:12:00 GMT
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i know this is going to sound beging but i am.. could some one make a tuterial about how to make like a tower. a sniper or some thing of that sort? i try and try but i just cant do.. could some one put a tuterial out for that?

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Tue, 25 Feb 2003 14:05:00 GMT
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Mobius, maybe if you still can... Can you make this all caps? Make it stand out more?!IE:=-\%#=
HOW TO MAKE YOUR OWN MOD/MAP! =#\%=#

Subject: How to make your own mod/map!
Posted by [Anonymous](#) on Tue, 25 Feb 2003 14:45:00 GMT
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It's posted at the top of the mod forum, it stands out for me enough. The list of tutorials is this post.
