
Subject: how

Posted by [sharra](#) on Thu, 01 Feb 2007 16:52:10 GMT

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can i add something to the place you put the buldings and if so how

and how do i use a map that i made online like lan to test it and how do i packige it so other players can download it

Subject: Re: how

Posted by [Di3HardNL](#) on Thu, 01 Feb 2007 17:22:15 GMT

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the best to learn this is on www.renhelp.net , there you can download the needed tools and you can learn stuff from the tutorials..

Subject: Re: how

Posted by [Jerad2142](#) on Thu, 01 Feb 2007 17:22:19 GMT

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When you export the mod it will be in a format suitable for other players to download the mod package itself will be found in the Renegade/data folder.

You should be able to test it in LAN as long as you have a network setup (you need at least two computers hooked up or one hooked up to a router).

What do you mean by add something to the place where you put buildings. If what you are saying is what I am thinking, then yes, there is two ways to do it, attach a turret script to the building controller, or just place the object in level edit.

Subject: Re: how

Posted by [Scrin](#) on Thu, 01 Feb 2007 18:28:40 GMT

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Di3HardNL wrote on Thu, 01 February 2007 11:22the best to learn this is on www.renhelp.net , there you can download the needed tools and you can learn stuff from the tutorials..

Subject: Re: how

Posted by [sharra](#) on Fri, 02 Feb 2007 06:03:12 GMT

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how do i put a bulding in level edit one that i made

Subject: Re: how
Posted by [crazfulla](#) on Fri, 02 Feb 2007 07:05:41 GMT
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Most people add buildings in RenX.

Quote:the best to learn this is on www.renhelp.net , there you can download the needed tools and you can learn stuff from the tutorials..

^^^^^^ read ^^^^^^^^

Subject: Re: how
Posted by [icedog90](#) on Fri, 02 Feb 2007 08:02:02 GMT
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It's REALLY hard to do it in LE.

Subject: Re: how
Posted by [nopol10](#) on Fri, 02 Feb 2007 08:49:53 GMT
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Do it the Kamuix way!

Subject: Re: how
Posted by [sharra](#) on Fri, 02 Feb 2007 19:26:07 GMT
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Ok i will try and how do i put a map i made in the data folder

Subject: Re: how
Posted by [nopol10](#) on Sat, 03 Feb 2007 01:35:21 GMT
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Export it in LE and browse to C:\Westwood\Renegade\Data and save it there.

What are the emotes for?

Subject: Re: how
Posted by [Jerad2142](#) on Sat, 03 Feb 2007 01:36:26 GMT
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I know I know, Nod and GDI are carrying a bomb right!?

Subject: Re: how
Posted by [sharra](#) on Sat, 03 Feb 2007 01:52:04 GMT
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yep they are so selfish that they don't want to let one or the other to get blew up

Subject: Re: how
Posted by [Jerad2142](#) on Sat, 03 Feb 2007 01:56:57 GMT
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There now they are both happy, and then some.
