
Subject: How to add buildings???

Posted by [Anonymous](#) on Mon, 27 Jan 2003 05:11:00 GMT

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When i make a map vor CnC Renegade i can get the ground and stuff but never the buildings. if i add them then i only get the purchase terminal.. and a few walls.. Can someone please help meGreetingsSniperhut

Subject: How to add buildings???

Posted by [Anonymous](#) on Mon, 27 Jan 2003 07:25:00 GMT

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You make the map with gmax or Commando Editor?

Subject: How to add buildings???

Posted by [Anonymous](#) on Mon, 27 Jan 2003 07:26:00 GMT

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you must make your maps in gmax.Or find some tutorials for making maps in heightfield.but you can't make tunnels in heightfield

Subject: How to add buildings???

Posted by [Anonymous](#) on Mon, 27 Jan 2003 07:49:00 GMT

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You need to download the building models which i dont have the link for cause my brother sent them to me ages ago. first open renx (gmax) then go to file/Xref objects/Click add, find the object you want to put in (it will be in the file you un-zipped it too).Double click it then in the new box select the new object and click ok. Then you can close the window and the building should be inserted, they normally appear at x0 y0 besides 1 or 2 i think.

Subject: How to add buildings???

Posted by [Anonymous](#) on Mon, 27 Jan 2003 07:51:00 GMT

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you need to download the building model***i*** dont have the link go find them

Subject: How to add buildings???

Posted by [Anonymous](#) on Mon, 27 Jan 2003 08:44:00 GMT

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ftp://ftp.westwood.com/pub/renegade/tools/ ? [January 27, 2003, 08:45: Message edited by: iscripter]

Subject: How to add buildings???
Posted by [Anonymous](#) on Mon, 27 Jan 2003 09:33:00 GMT
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goto ftp://ftp.westwood.com/pub/renegade/toolsthen download the buildingsnow in gmax or Renx use the Merge or xref to addthe Buildingswithramps.gmax, this Merge option will allow only add the ones U want from the file.now export your w3d (as terrain), add it to your Leveledit terrain. make it on the map. thats it. now add your controllers and PTzones. [January 27, 2003, 09:34: Message edited by: garth8422]

Subject: How to add buildings???
Posted by [Anonymous](#) on Mon, 27 Jan 2003 17:03:00 GMT
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Can't you just use the map templates that came with the tools?

Subject: How to add buildings???
Posted by [Anonymous](#) on Tue, 28 Jan 2003 02:37:00 GMT
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No, none of them have valid w3d paths except I think Hourglass.
