Subject: screen shot please
Posted by sharra on Wed, 11 Apr 2007 02:09:50 GMT

can some one give me screen shots of how to export stuff from gmax and renegade public tools
trying to make a small mod

Subject: Re: screen shot please
Posted by sharra on Wed, 11 Apr 2007 16:46:37 GMT

come on some one help

Subject: Re: screen shot please
Posted by Jerad2142 on Wed, 11 Apr 2007 16:54:20 GMT

I will give you instructions:
First click file.
Second Click Export.
Third select where you are going to save it to.
Fourth Select W3D.
Fifth click export.
Sixth if it is terrain click terrain otherwise I you will have to wait tell I get home and can look up
what the other ones name is (its going to be the top on the left, check the collisions box, if it has
an animation check the one below).

If you really need pictures just ask.

Subject: Re: screen shot please
Posted by sharra on Wed, 11 Apr 2007 17:16:26 GMT

ok thanks   i will need pics to

Subject: Re: screen shot please
Posted by c0vert7 on Wed, 11 Apr 2007 18:42:30 GMT

www.renhelp.net

Subject: Re: screen shot please
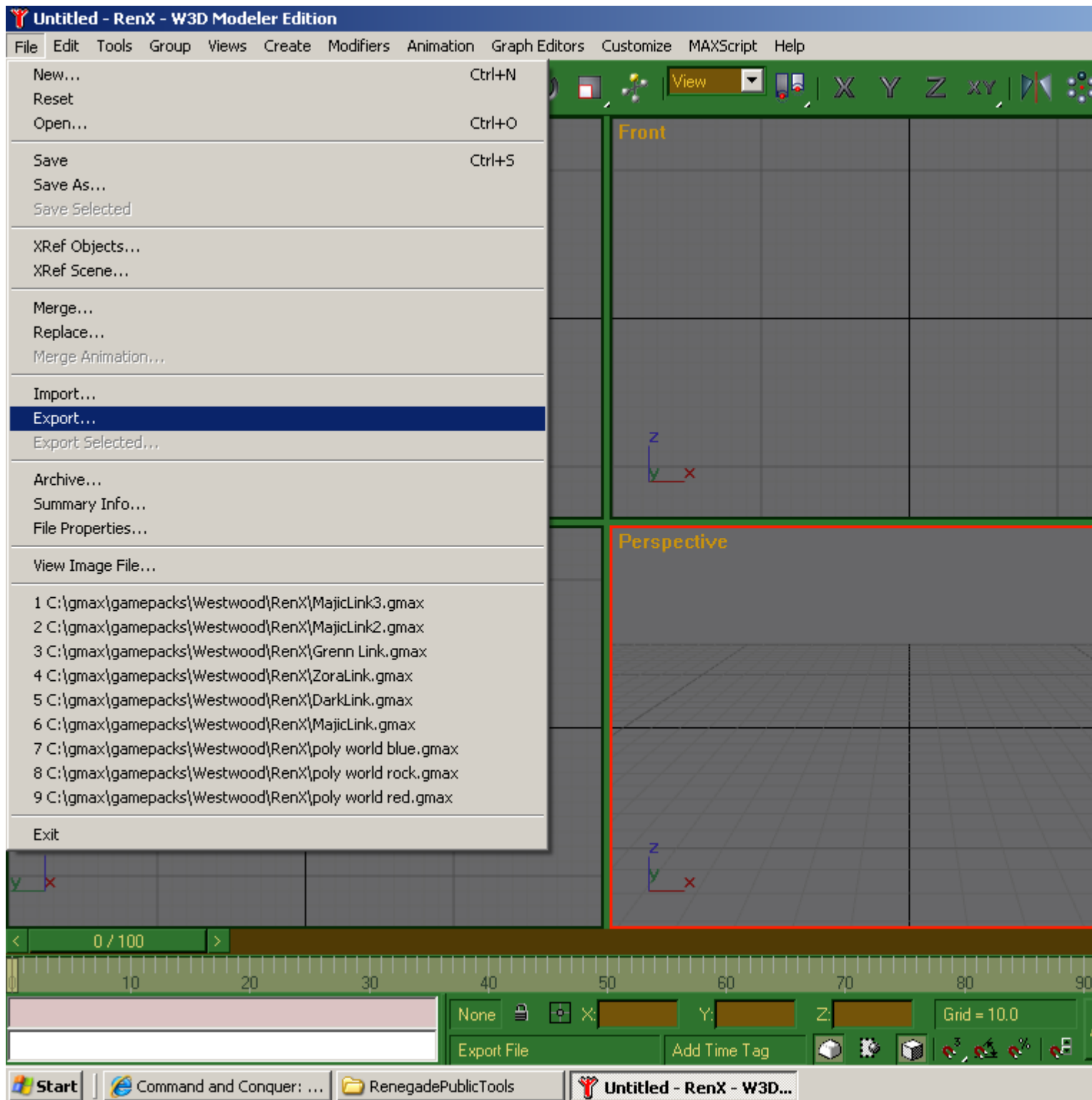Posted by Jerad2142 on Thu, 12 Apr 2007 03:01:49 GMT
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Okay if you don't understand this renegade modding probably isn't for you, but if you really want to mod you can keep asking me questions.
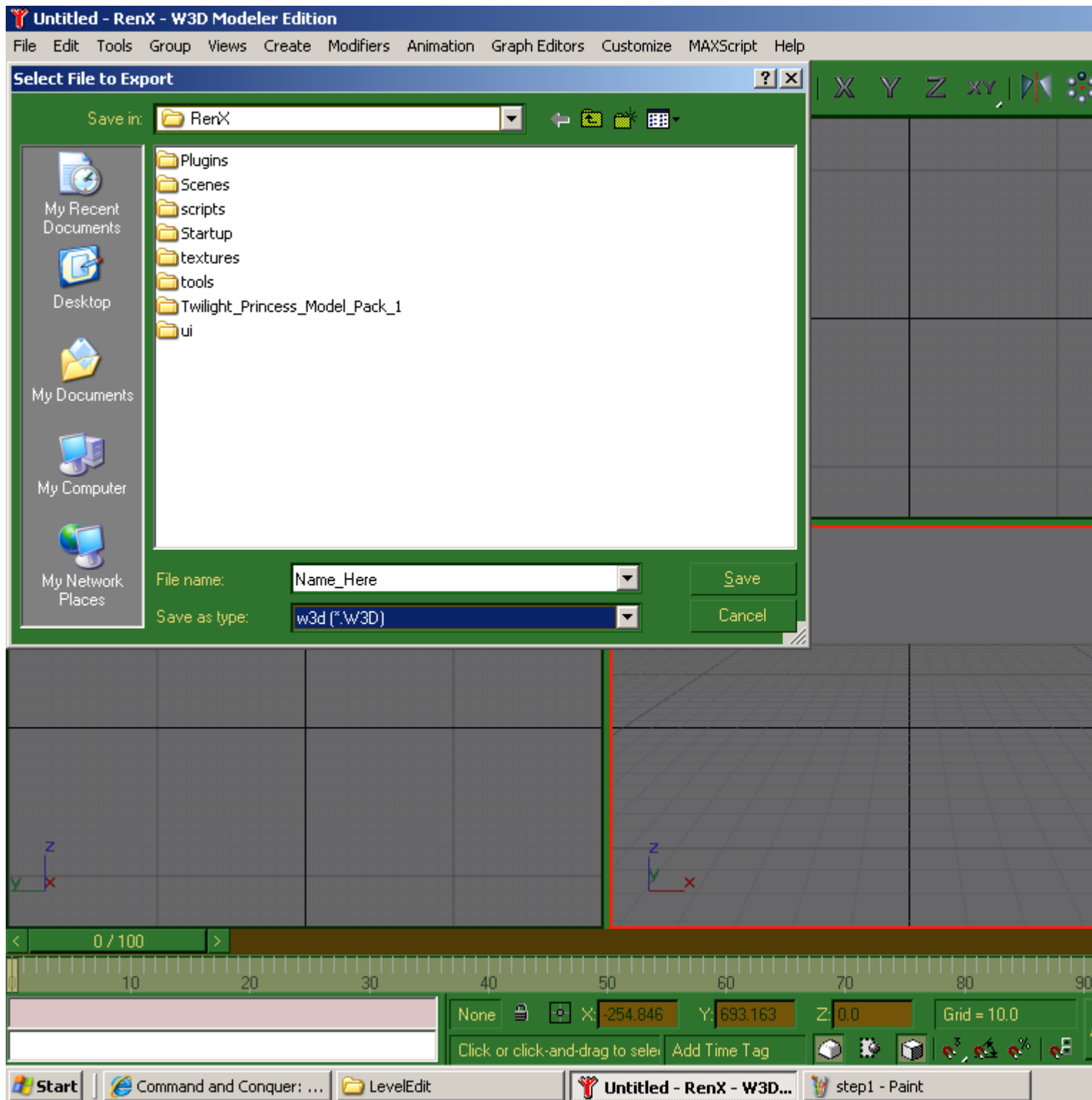
File Attachments
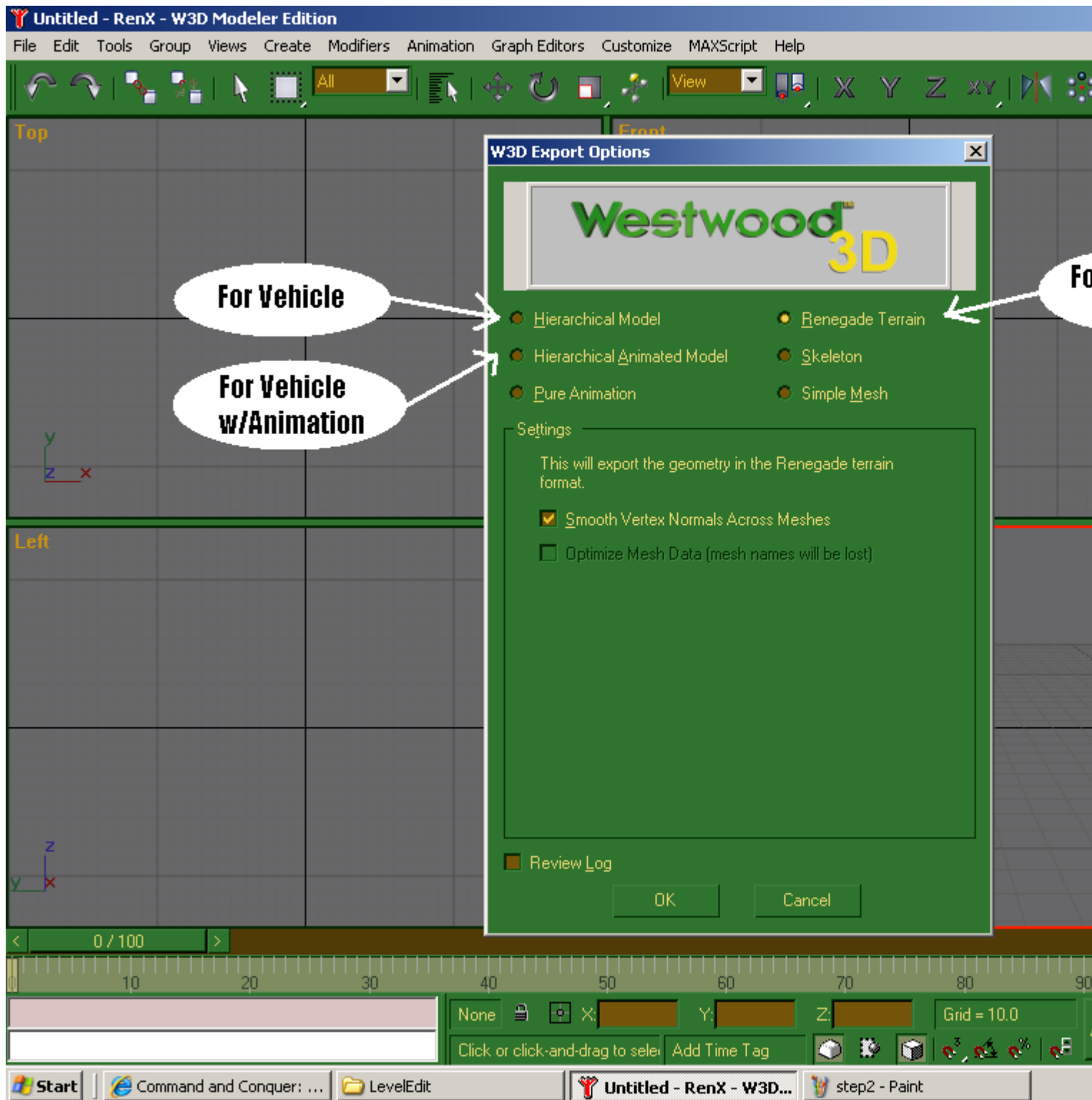1) step1.png, downloaded 229 times

2) step2.png, downloaded 236 times

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3) step3.png, downloaded 237 times

The W3D Export Options dialog showing:

Westwood 3D

- ○ Hierarchical Model ← For Vehicle
- ○ Hierarchical Animated Model ← For Vehicle w/Animation
- ○ Pure Animation
- ● Renegade Terrain ← Fo...
- ○ Skeleton
- ○ Simple Mesh

Settings

This will export the geometry in the Renegade terrain format.

☑ Smooth Vertex Normals Across Meshes

☐ Optimize Mesh Data (mesh names will be lost)

☐ Review Log

[OK] [Cancel]

Subject: Re: screen shot please
Posted by sharra on Thu, 12 Apr 2007 14:33:39 GMT
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ok thanks