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

Subject: Re: screen shot please
Posted by Jerad2142 on Wed, 11 Apr 2007 16:54:20 GMT
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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
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ok thanks   i will need pics to

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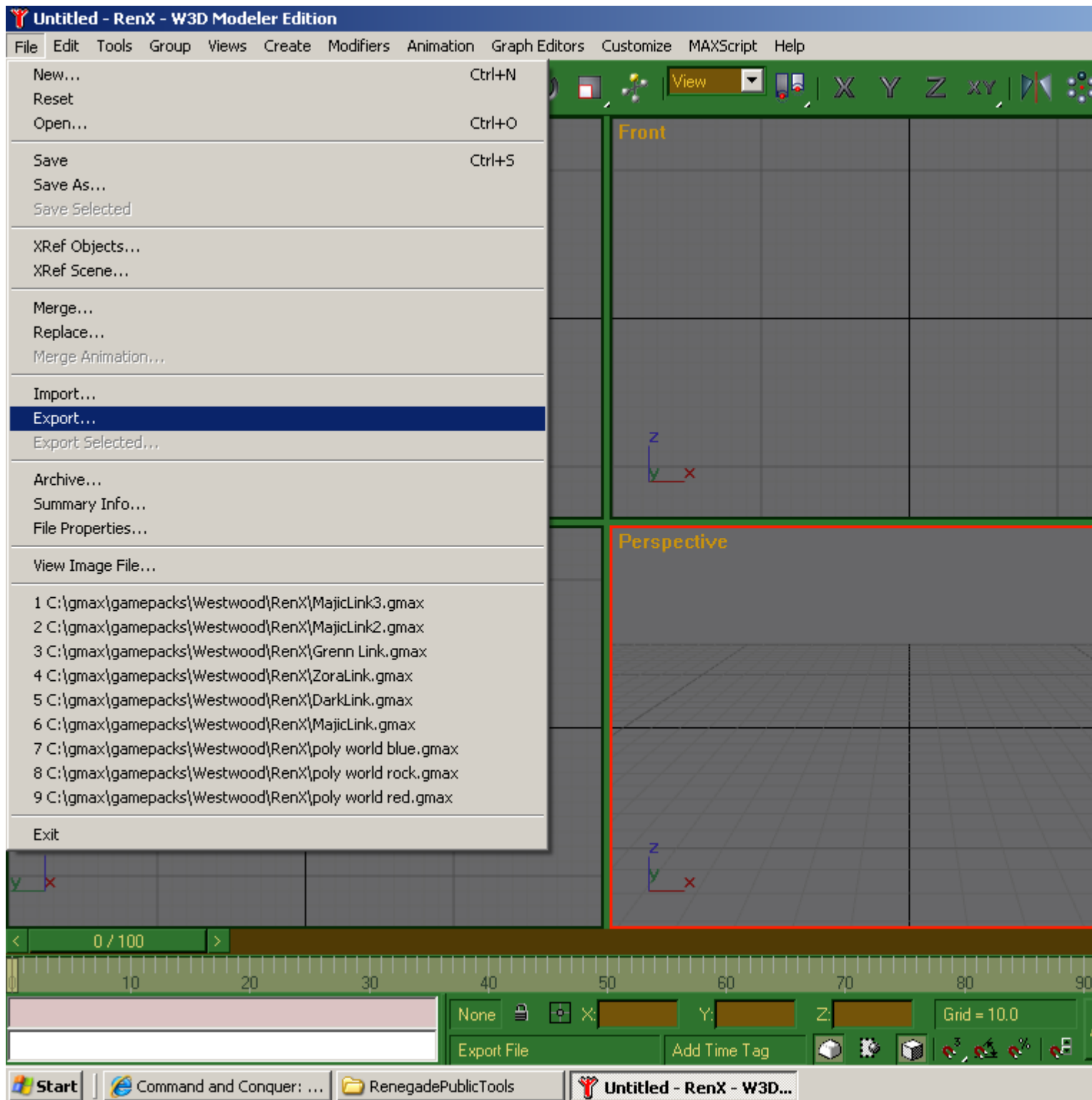
www.renhelp.net

Subject: Re: screen shot please
Posted by Jerad2142 on Thu, 12 Apr 2007 03:01:49 GMT
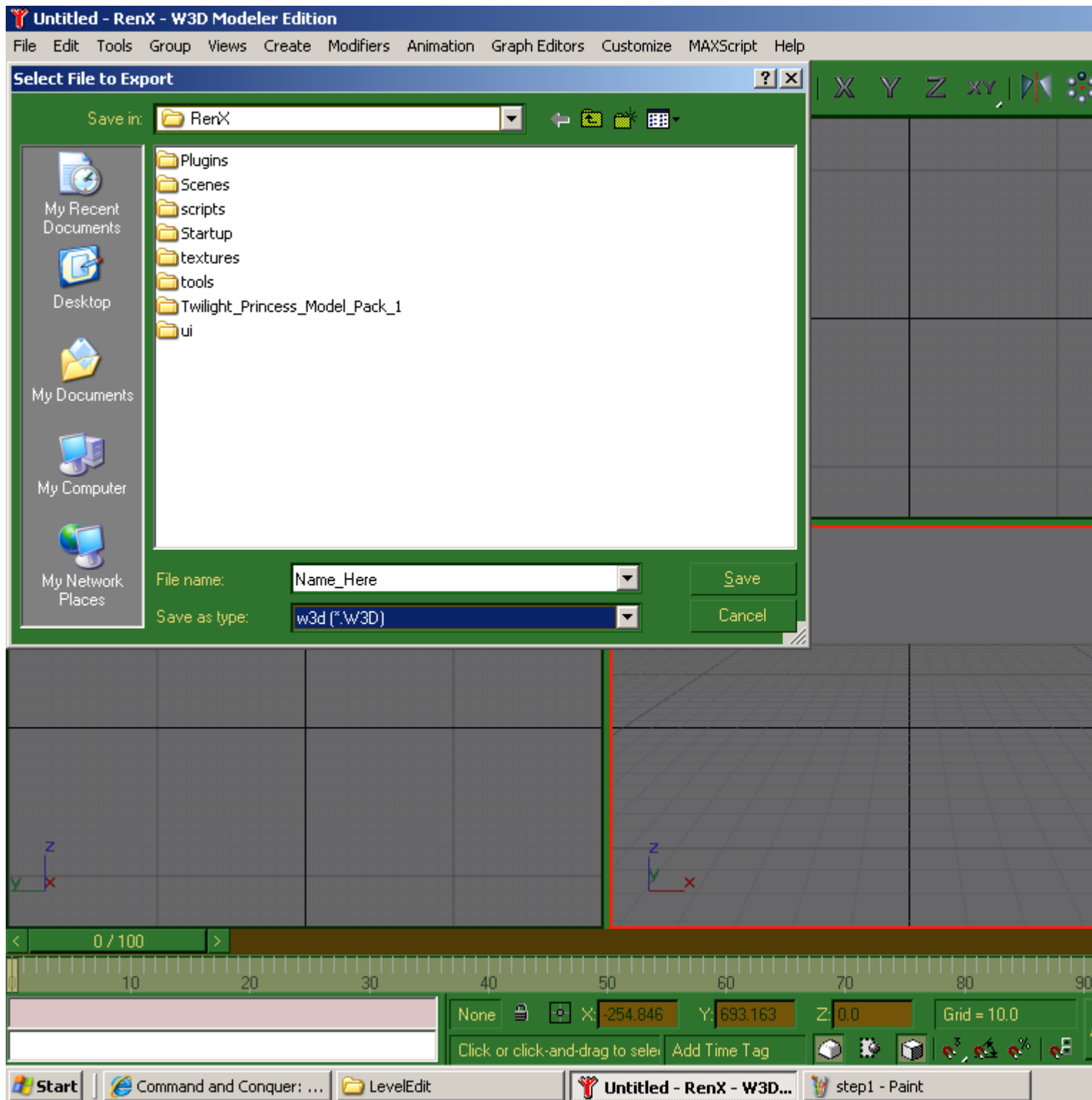View Forum Message <> Reply to Message

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.
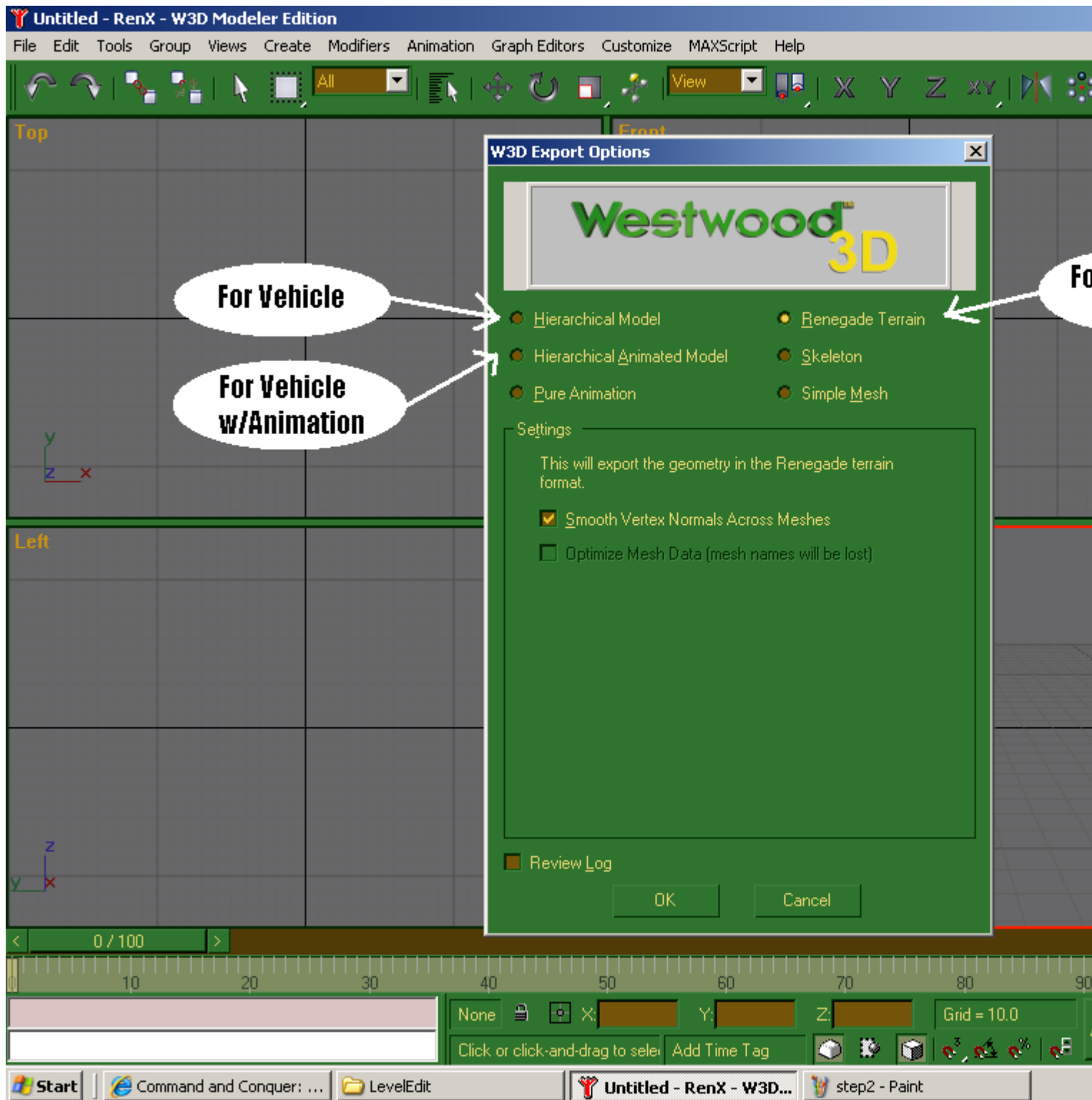
File Attachments
1) step1.png, downloaded 356 times

2) step2.png, downloaded 362 times

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3) step3.png, downloaded 366 times

Untitled - RenX - W3D Modeler Edition

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help

Top

Front

For Vehicle

For Vehicle w/Animation

Fo

W3D Export Options

Westwood 3D

○ Hierarchical Model   ● Renegade Terrain
○ Hierarchical Animated Model   ○ Skeleton
○ Pure Animation   ○ 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

Left

0 / 100

10   20   30   40   50   60   70   80   90

None   X: Y: Z: Grid = 10.0

Click or click-and-drag to sele   Add Time Tag

Start   Command and Conquer: ...   LevelEdit   Untitled - RenX - W3D...   step2 - Paint

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