Subject: gmax and w3d
Posted by _SSnipe_ on Wed, 30 May 2007 23:42:38 GMT
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1)ok i downloaded this file
http://renhelp.net/index.php?mod=Models&sub=Tiles
the club lights
and when i added them as a temp on the tiles place
and click make it makes a blue light whihc i cant move around but the pic shows green and rd how
can i get them?

2)i got these gmax files right and heres the oage i got it from
http://laeubi.laeubi-soft.de/index.php?go=halo&sub=modfiles&tl=5

and its the
GDI, Nod & Unteamed Stealth Generators v1.0

when i use renX to export them into w3d and i add them as temp in the tiles thing
 BUT instead of having one of those per side i click make and it makes all three of them as one i
just want one one for one for example the gdi one for gdi and the nod one for nod i cant click
make it and makes it as all 3 together how can i fix that?

Subject: Re: gmax and w3d
Posted by Viking on Wed, 30 May 2007 23:53:08 GMT
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You have to make each one a separate W3D file for that.

Subject: Re: gmax and w3d
Posted by Oblivion165 on Thu, 31 May 2007 00:24:18 GMT
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For my club lights you can move them by selecting the metal lamp part.

EDIT: The two missing lights have been added to the zip, just re-download to get the red and
green versions.

Subject: Re: gmax and w3d
Posted by _SSnipe_ on Thu, 31 May 2007 02:53:42 GMT
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wow i didnt know u made them :S im such a noob it says make as a animated tile? how u do
that?