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Subject: Making My first Map

Posted by [\\_SSnipe\\_](#) on Thu, 05 Jul 2007 00:07:11 GMT

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my main question is how big is the map like i want it about the size as the map so likehow do i know what is big and what is small map?

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Subject: Re: Making My first Map

Posted by [futura83](#) on Thu, 05 Jul 2007 00:08:48 GMT

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Wanna know about what not to do?

Search the forums for C&C\_Grasslands...a map made by me last year that is crap....go on it and you'll see why...

edit: hang tight while i search my posting history.

edit again: <http://www.renegadeforums.com/index.php?t=getfile&id=1614&rid=21327>

remember, this is what not to do

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Subject: Re: Making My first Map

Posted by [\\_SSnipe\\_](#) on Thu, 05 Jul 2007 01:03:04 GMT

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well what i mean is it says map size like 100 x100 idk if thats big or small if u were ingame

also i can ass new w3d like those halo teleporters right? i can add ANY w3d thats not in the always.dat?

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Subject: Re: Making My first Map

Posted by [AoBfrost](#) on Thu, 05 Jul 2007 01:32:18 GMT

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You make it in gmax duh, you make a 100x100 square, then load the w3d or gmax files of buildings into the map....then make some hills...i forgot some but i made a few test map, they sucked because they had to texture besides buildings...but they werent quality enough to be released...

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Subject: Re: Making My first Map  
Posted by [\\_SSnipe\\_](#) on Thu, 05 Jul 2007 01:34:09 GMT  
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well on renhelp they dont say how to add buidlings and where can i move them and add new buildings like silos and etc

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Subject: Re: Making My first Map  
Posted by [Oblivion165](#) on Thu, 05 Jul 2007 02:01:03 GMT  
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"Creating a map with Heightfield and Buildings"  
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=16>

"Advanced RenX map for beginners"  
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=95>

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Subject: Re: Making My first Map  
Posted by [\\_SSnipe\\_](#) on Thu, 05 Jul 2007 02:33:16 GMT  
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damn this sucks that fact i have no sound.....ty im look at them as we speak

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Subject: Re: Making My first Map  
Posted by [AoBfrost](#) on Thu, 05 Jul 2007 02:48:42 GMT  
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joe937465 wrote on Wed, 04 July 2007 21:34well on renhelp they dont say how to add buidlings and where can i move them and add new buildings like silos and etc

ORLY?!

Cause i made my maps with the help and files from renhelp...just read joe, i told you 500 times in past threads, renhelp does help.

EDIT: if you are using renx, then it should include 2 building layouts with textures, it should have a flying map layout for both sides, a non flying map layout, and joe...play with it...you'll learn as you go.

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Subject: Re: Making My first Map  
Posted by [Genesis2001](#) on Thu, 05 Jul 2007 03:38:05 GMT  
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3ds Max 8 works better IMO. You have a lot more control over your terrain than in RenX.

Also, make sure that you have your units set to METERS. Also...keep in mind the size of a player ingame xD (1m wide X 1m long X 2m tall, if I'm not mistaken.)

-MathK1LL

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Subject: Re: Making My first Map  
Posted by [\\_SSnipe\\_](#) on Thu, 05 Jul 2007 03:38:55 GMT  
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i know i have been learning a lot messing with crap including lvl,scripts and renx but i do go to renhelp ALL the time trust me great site

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Subject: Re: Making My first Map  
Posted by [Sn1per74\\*](#) on Thu, 05 Jul 2007 04:51:31 GMT  
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joe937465 wrote on Wed, 04 July 2007 19:07my main question is how big is the map like i want it about the size as the map so likehow do i know what is big and what is small map? Pull it into LE and use the havoc to see if its a good size. If not, scale it.

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Subject: Re: Making My first Map  
Posted by [\\_SSnipe\\_](#) on Thu, 05 Jul 2007 04:53:23 GMT  
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hmm scale it? ok umm whats the size of field map?

also i did that tut thing by adding buildings\_prox.gmax into renex but says missing textures or somthing?

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Subject: Re: Making My first Map  
Posted by [Genesis2001](#) on Thu, 05 Jul 2007 05:45:25 GMT  
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The textures will be applied ingame, they're in the always.dat file, so no worries. I think.

-MathK1LL

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Subject: Re: Making My first Map  
Posted by [\\_SSnipe\\_](#) on Thu, 05 Jul 2007 07:10:47 GMT  
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i hope so

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Subject: Re: Making My first Map  
Posted by [Ryu](#) on Thu, 05 Jul 2007 10:25:52 GMT  
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MathK1LL wrote on Wed, 04 July 2007 22:38:3ds Max 8 works better IMO. You have a lot more control over your terrain than in RenX.

Also, make sure that you have your units set to METERS. Also...keep in mind the size of a player ingame xD (1m wide X 1m long X 2m tall, if I'm not mistaken.)

-MathK1LL

Yeah, But if you can make a masterpiece in RenX (The old Gmax for Ren), I guess you're pretty pro then, too?

:D

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Subject: Re: Making My first Map  
Posted by [\\_SSnipe\\_](#) on Thu, 05 Jul 2007 11:14:00 GMT  
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well so far i made something its weird i looked at about like 7 tut's on renhelp .com and they all have parts to make one map some time switching between them the one video is most helpful but useless without sound and a pause button

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