Subject: guide to the renegade multiplayer buildings part 1
Posted by Anonymous on Tue, 11 Feb 2003 05:41:00 GMT
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Part 1 discusses the standard MP buildings, the ones used by the maps on your renegade CDPart 2 will discus the other buildings (those extras found in buildings.zip, including the 2-story ones)This explains the different parts, what they are and where to get them in gmax format (for all bar the exteriors, w3d files are in always.dat)first grab buildings.zip from ftp://ftp.westwood.com/pub/renegade/tools/BUILDINGS.ZIPthen grab my extras pack (stuff westwood left out of buildings.zip but which I converted with abjabs converter) from http://users.tpgi.com.au/jonwil/mpbld.zipThis is basicly a list of where to get gmax for each w3d file. It also mentions various bugs and stuff pertaining to the files. Unless mentioned below, all files are available from buildings.zip and dont have any problems. Its intended to show people where to go if they want to modify stuff or whatever. If you just want to use the buildings, you only need the exteriors. Any gmax that isnt specificly mentioned as comming from mpbld.zip is in buildings.zipFirst, the refineries.mgref_ext_n is availale as part of several building setup files but also as mgref_ext_n.gmax However mgref_ext_n.gmax is missing the proxy that pulls in mgref_ag_4 so if you use mgref_ext_n.gmax you will need to fix that.mgref_doors_n is available as mgref_doors.gmax however that file contains extra proxies that need to be removed before its usefull.mgref_int_n is available as mgref_int_temp.gmax however it contains extra stuff called "ls_stuff" in gmax that should be removed before use.mgref_lt is in my mpbld.zip file as mgref_lt.gmaxmgref_mct is in my mpbld.zip file as mgref_mct.gmaxmnref_ext_n is availale as part of several building setup files but also as mnref_ext_n.gmax However mnref_ext_n.gmax is missing the proxy that pulls in mnref_ag_4 so if you use mnref_ext_n.gmax you will need to fix that.mnref_int_n is available as mnref_int_temp.gmaxmnref_ag_3_n is actually called mnref_ag_3n.w3d and is available as mnref_ag_3n.gmax. There is a bug where many maps (including all the westwood standard ones) referenced this proxy as mnref_ag_3n. To fix this, you need to reference the proper mnref_ag_3_n proxy in your map. If there is ever any "fixed" preset pack released by someone, a good way to fix this is to create a new preset called mnref_ag_3n that has the exact same settings as mnref_ag_3_n.mnref_vis is available as mnref_vis.gmax but it has too many planes, you have to remove some to make it work.mnref_lt is in my mpbld.zip file as mnref_lt.gmaxmnref_mct is in my mpbld.zip file as mnref_mct.gmaxVechicle Factories.mnatr_ext_n is available as mnatr_ext_n.gmax but it has the wrong proxies so that will need to be fixed. Its also available in several building setup files.mnatr_strip is available as mnatr_strip.gmax but it has the wrong proxies so that will need to be fixed. Its also available in several building setup files.mnatr_int_n is availalbe as mnatr_int.gmax but it has the wrong proxies.mnatr_vis is availalbe as tower_vis.gmaxmnatr_visx is available as strip_vis.gmaxmnatr_mct is in my mpbld.zip file as mnatr_mct.gmaxmnatr_lts is in my mpbld.zip file as mnatr_lts.gmaxmnatr_ag_3n is referenced by the standard maps and stuff but doesnt actually exist as w3d or gmax. I dont even know what its supposed to be for.mgwep_doors_n is available as mgwep_doors.gmax however that file contains extra proxies that need to be removed before its usefull.mgwep_ext_n is available as mgwep_ext_n.gmax. Its also available in several building setup files.mgwep_int_n is actually called mgwep_int_n02.w3d and is available as mgwep_int_temp.gmaxmgwep_mct is in my mpbld.zip file as mgwep_mct.gmaxmgwep_vis is available as mgwep_vis.gmax but it has too many planes, you have to remove some to make it work.Infantry Facilities.mgbar_ext_n is available as mgbar_ext_n.gmax however this modei is missing the barbed wire. Its also available (including wire) from several buildings setup files.mgbar_doors_n is available as mgbar_doors.gmax however that file contains extra proxies

that need to be removed before its usefull.mgbar_int_n is available as mgbar_int_temp.gmax however it contains extra stuff called "ls_stuff" in gmax that should be removed before use.mgbar_vis is available as mgbar_vis.gmax but it has too many planes, you have to remove some to make it work.mgbar_lt is in my mpbld.zip file as mgbar_lt.gmaxmgbar_mct is in my mpbld.zip file as mgbar_mct.gmaxmnhnd_ext_n is available as mnhnd_ext_n.gmax and from several building setup filesmnhnd_ag_3n is actually named mnhnd_ag_3_n.w3d and is available as mnhnd_ag_3n.gmaxmnhnd_doors is available as mnhnd_doors.gmax. there is also a mnhnd_doors_n.w3d file also built from mnhnd_doors.gmax but with an extra bone removed. This is the cause of the "phantom door at the top of the HON problem" people have reported, there is actually a door there you just cant see it. Its a bug, westwood actually wanted to use mnhnd_doors_nmnhnd_int_n is available as mnhnd_int_tmp.gmaxmnhnd_vis is available as mnhnd_vis.gmax but it has too many planes, you have to remove some to make it work.mnhnd_lt is in my mpbld.zip file as mnhnd_lt.gmaxmnhnd_mct is in my mpbld.zip file as mnhnd_mct.gmaxdefence.mgagd_ext_n is available as mgagd_ext_n.gmax and from several building setup filesmgagd_doors_n is available as mgagd_doors.gmax however that file contains extra proxies that need to be removed before its usefull.mgagd_int_n is available as mgagd_int_temp.gmax however it contains extra stuff called "ls_stuff" in gmax that should be removed before use.mgagd_vis is available as mgagd_vis.gmax but it has too many planes, you have to remove some to make it work.mgagd_lt is in my mpbld.zip file as mgagd_lt.gmaxmgagd_mct is in my mpbld.zip file as mgagd_mct.gmaxmgagd_ext_n is available as mgagd_ext_n.gmax and from several building setup filesmgagd_doors_n is available as mgagd_doors.gmax however that file contains extra proxies that need to be removed before its usefull.mnobl_ext_n is available as mnobl_ext_n.gmax and from several building setup filesmnobl_int_n is available as mnobl_int_tmp.gmax however it contains extra stuff called "ls_stuff" in gmax that should be removed before use.mnobl_vis is available as mnobl_vis.gmax but it has too many planes, you have to remove some to make it work.mnobl_mct is in my mpbld.zip file as mnobl_mct.gmaxpower plants.mnpwr_ext_n is available as mnpwr_ext_n.gmax and from several building setup filesmnpwr_vis is available as mnpwr_vis.gmax but it has too many planes, you have to remove some to make it work.mnpwr_mct is in my mpbld.zip file as mnpwr_mct.gmaxmnpwr_int_n is available as mnpwr_int_temp.gmaxmnpwr_lt is actually called mgcon_lt.w3d and is in my mpbld.zip file as mgcon_lt.gmaxmnpwr_doors_n is actually called mgpwr_doors_n.w3d and is availble as mgpwr_doors.gmax but that file has an extra bone that must be removed.mgpwr_ext_n is available as mgpwr_ext_n.gmax and from several building setup filesmgpwr_mct is in my mpbld.zip file as mgpwr_mct.gmaxmgpwr_lt is in my mpbld.zip file as mgpwr_lt.gmaxmgpwr_doors_n is availble as mgpwr_doors.gmax but that file has an extra bone that must be removed.mgpwr_int_n is available as mgpwr_int_temp.gmax however it contains extra stuff called "ls_stuff" in gmax that should be removed before use.Part 2: a guide to the remaining contents of buildings.zip (including a bunch of stuff used for the tutorial level). Will feature a few converted tutorual parts also plus details of a few files we dont have as gmax or w3d.

Subject: guide to the renegade multiplayer buildings part 1
Posted by Anonymous on Tue, 11 Feb 2003 06:30:00 GMT
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good info - incorporated into the FAQ [February 11, 2003, 06:30: Message edited by: StoneRook]

Subject: guide to the renegade multiplayer buildings part 1
Posted by Anonymous on Tue, 11 Feb 2003 06:53:00 GMT
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Im looking for the city building fully textured...i extracted the one from the urban_rush.w3d but the ramps arent textured and i dont want to have to take apart the whole building to texture the ramps....where can i find the huge city building usesd in the urban_rush map?

Subject: guide to the renegade multiplayer buildings part 1
Posted by Anonymous on Tue, 11 Feb 2003 06:55:00 GMT
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mind you im not to good with g-max, there might be an easier way to texture the ramps but also theres not enterence to the building either...ANY help would speed up my new project a whole lot

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Subject: guide to the renegade multiplayer buildings part 1
Posted by Anonymous on Tue, 11 Feb 2003 11:08:00 GMT
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You're stealing from the map, so cut it out and make your own stuff.

Subject: guide to the renegade multiplayer buildings part 1
Posted by Anonymous on Tue, 11 Feb 2003 11:18:00 GMT
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kateeek

Subject: guide to the renegade multiplayer buildings part 1
Posted by Anonymous on Tue, 11 Feb 2003 14:32:00 GMT
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well ack its not all people that CAN make their own stuff because of lack of skill

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Subject: guide to the renegade multiplayer buildings part 1
Posted by Anonymous on Tue, 11 Feb 2003 15:05:00 GMT
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That's not a reason to steal stuff from others...

Subject: guide to the renegade multiplayer buildings part 1
Posted by Anonymous on Tue, 11 Feb 2003 15:06:00 GMT
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no thats right but you could use it to learn how to make it

Subject: guide to the renegade multiplayer buildings part 1
Posted by Anonymous on Tue, 11 Feb 2003 15:09:00 GMT
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Well he obviously isn't doing that, so... He could just as easily use W3D Viewer and look at the mesh he wants in wireframe to see how it was constructed.

Subject: guide to the renegade multiplayer buildings part 1
Posted by Anonymous on Tue, 11 Feb 2003 15:22:00 GMT
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u guys are right im not skilled in modeling and i could use a lil help.im browsing thru maps looking for a building i can use.i have some good ideas on what to do in a map and i can make a good terrain and texture that properly i feel my skills in that area is adequate and i was going to post a request for a large building if someone was able to help me...So ACK may i please use that building in urban rush? and if so can u send it to me textured?

Subject: guide to the renegade multiplayer buildings part 1
Posted by Anonymous on Tue, 11 Feb 2003 19:41:00 GMT
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quote:Originally posted by cebt:well ack its not all people that CAN make their own stuff because of lack of skillwell learn how dude it wont take more than a day to try and figure it out.