Subject: guide to renegade multiplayer buildings part 2
Posted by Anonymous on Tue, 11 Feb 2003 20:17:00 GMT
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basicly, this is the folder name plus details of all files contained therein that dont have w3d files in renegade.By "old" I mean the multi-story buildings westwood used but then abanoned for some reason.Note that some of the interior models contain the extra "ls_stuff" much like some of the regular MP models. Note also that the exteriors from the tutorial level might be different from the exteriors listed below (without the gmax to compare, I cant say)mgagd - GDI advanced guard towermgagd_ext old exteriormgagd_ag_3 old aggregatemgagd_int old interiormgagd_doors old door proxiesmgagd_elev an elevator that doesnt appear to actually be used (the old version pulls in the mnhnd_elev01 model instead)there is a reference to a mgagd_tv file that we dont have as gmax. It is available, along with a file called mgagd_doors_t in w3d form in the tutorial level. Both have been converted to gmax and are in the tut.zip file linked aboveThere is also a mgagd_vis_t.w3d in the tutorial level that is made from the mgagd_vis in the buildings.zip.mgagd_vis old interior vismgbar - GDI barracksmgbar_ext old exteriormgbar_ag_3 old aggregatemgbar_int old interiormgbar_doors old door proxiesthere is a reference to a mgagd_tv file that we dont have as gmax. Its actually called mnref_tv.w3d tho. It is available in w3d form in the tutorial level. It has been converted to gmax and is in the tut.zip file linked aboveThere is also a mgbar_doors_t.w3d in the tutorial level that has been converted to gmax and is in the tut.zip file.There is also a mgbar_vis_t.w3d in the tutorial level that is made from the mgbar_vis in the buildings.zip.mgbar_vis old interior vismgcon - GDI construction yardmgcon_ag_1 exterior aggregatemgcon_ext old exteriormgcon_ext_n new exterior. References new interior and other stuff we dont have as either w3d or gmaxmgcon_int old interior. References mgcon_tv that we dont have as w3d or gmax. However, based on what the other xxx_tv files look like, I have made one in gmax and added it to tut.zipmgcon_doors door proxiesmgcon_ag_2 interior aggregatemgcon_ag_3 old interior aggregatemgpwr - GDI power plantmgpwr_ext old exterior. References mnpwr_lift that we dont have in any form.mgpwr_ag_3 old aggregatemgpwr_ag_4 old power core thingomct some garbage thingmgpwr_doors old door proxiesmgpwr_int old interior, references mgpwr_tv from tutorial level, gmax in tut.zipalso, gmax for mgpwr_doors_t is in tut.zipmgref - GDI refinerymgref_ext old exteriormgref_ag_3 old aggregatemgref_doors old door proxiesmgref_int old interior, references mgref_tv from tutorial level, gmax in tut.zipalso, gmax for mgref_doors_t is in tut.zipmgrep - GDI repair baymgrep exterior, references a mgrep_vis that we dont have but is most likely actually the same as mnrep_visx that we do havemgrep_ag_1 aggregaterepair_pad_old old repair padrep^nod_pad some repair padrep_arc_fx repair pad effectthere is a rep^arc_fx1.w3d in alwats.dat that might be the same as rep_arc_fx that I cant convert since it uses a wwskinmgwep - GDI weapons factorymgwep_ext old exteriormgwep_ag_3 old aggregatemgwep_doors old door proxiesmgwep_pad ground planewep_area_warn some garbagepad_lts also garbagemgwep_int old interior, references mgwep_tv from tutorial level, gmax in tut.zipalso, gmax for mgwep_doors_t is in tut.zipmgwep_vis old interior vismnatr - Nod Airstripmnatr_ext old exteriormnatr_int old interiormnatr_ag_3 old aggregatemnatr_doors old door proxiesmnatr_lift elevator for towertower_lghts looks like its similar to mnatr_lts but its not the samemnatr_int_n new interior, missing proxiesmncon - Nod construction yardmncon_ag_1 exterior aggregatemncon_ext old exteriormncon_ext_n new exterior. References mncon_doors_n that is mncon_doors but with the extra bits removed.mncon_int old interior References mgcon_tv that we dont have as w3d or gmax. However, based on what the other xxx_tv files look like, I have made one in gmax and added it to tut.zip. Also references mncon_lt that we dont have. Again, I have copied it from the

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other files and put it in tut.zipmncon_int_n new interiormncon_doors old door proxies, has extra stuff that meeds to be removed to use the new interiormncon_ag_2 interior aggregatemncon_ag_3 old interior aggregatemncon_ag_3n new interior aggregatemncon_visx visplanes for GDI/NODmncon_vis interior visplanes for GDI/NOD. If used with old interior, its fine, if used with new interior its got extra stuff you need to removetmp_grnd ground planemnhnd - Hand Of Nodmnhnd_blow something to do with blowing upmnhnd_blow2 something to do with blowing upmnhnd_ext old exteriormnhnd_int old interiormnhnd_ag_3 old aggregatemnhnd_doors old door proxiesmnhnd_vis old interior vismnhnd_elev01 elevatormnhnd_elev02 elevatormnhnd_monitor actually the gmax for mnhnd_tvshaft more garbagemnobl - Nod Obeliskmnobl_ext old exteriormnobl_int old interior. References mnobl_tv that we dont have as w3d or gmax. However, based on what the other xxx_tv files look like, I have made one in gmax and added it to tut.zip. Also references mnobl_lt that we dont have. Again, I have copied it from the other files and put it in tut.zipmnobl_ag_3 old aggregatemnobl_doors old door proxiesblck garbgagetmp_grnd ground planemnobl_vis old interior vismnpwr - Nod Power Plantmnpwr_ext old exterior. References mnpwr_lift that we dont have in any form.mnpwr_ag_3 old aggregatemnpwr_ag_4 old power core thingomnpwr_doors old door proxiesmnpwr_int old interior, References mnpwr_tv that we dont have as w3d or gmax. However, based on what the other xxx_tv files look like, I have made one in gmax and added it to tut.zip.mnpwr_vis old vismnpwr_vis_t is in the tutorial level, made from mnpwr_vismnref - Nod Refinerymnref_ext old exteriormnref_ag_3 old aggregatemnref_doors old door proxiesmnref_int old interior, references mnref_tv from tutorial level, gmax in tut.zipmnref_vis old vismnref_vis_t is in the tutorial level, made from mnref_vistmp_ground ground planemnrep - Nod Repair Baymnrep exteriormnrep_ag_1 aggregatemnrep_visx visthere is a rep^nod_fx.w3d in alwats.dat that might be the same as rep_arc_fx fro the GDI repair bay that I cant convert since it uses a wwskinmnsam - Nod Sam Site. Base only, vechicle is elsewhere.mnsam_ag_1 aggregatesmnsam_ext exteriormnsam_visx vismnshn - Nod Temple (Shrine)mnshn_ag_1 exterior aggregatemnshn_ext old exteriormnshn_ext_n new exterior. References mshn_doors_n that is mnshn_doors but with the extra bits removed.mncon_int old interior. Missing proxies.temp old interior, this one has proxies. References a mnshn_lt and a mnshn_tv neither of which we have and both of which I have created by looking at the other files.mnshn_int_n new interior.mnshn_doors old door proxies, has extra stuff that meeds to be removed to use the new interiormnshn_ag_2 interior aggregatemnshn_ag_3 old interior aggregatemnshn_ag_3n new interior aggregatemnshn_lt_fix actually mnshn_lt2mnshn_visx visplanesmnshn_vis interior visplanes If used with old interior, its fine, if used with new interior its got extra stuff you need to removetmp_ground ground planemntur - Nod Turret. Base only, vechicle is elsewhere.mntur_ag_1 aggregatesmntur_ext exteriormntur_visx visyou can get the tut.zip with the tv and lt and stuff in it from http://users.tpgi.com.au/jonwil/tut.zip

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Subject: guide to renegade multiplayer buildings part 2
Posted by Anonymous on Wed, 12 Feb 2003 05:36:00 GMT
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Once again - more good info..thanks.

Subject: guide to renegade multiplayer buildings part 2

Posted by Anonymous on Thu, 13 Feb 2003 00:17:00 GMT
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Could you go back and bold the file names?so you can tell the difference between them and the description...

Subject: guide to renegade multiplayer buildings part 2
Posted by Anonymous on Thu, 13 Feb 2003 10:08:00 GMT
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LOVELY, putting posts like this together really saves alot of time for a lot of people,You are definatly one of the unsung heros of renegade modding!   Nice work on your 'W3D tool' too