
Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 08:22:00 GMT
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Where can i get the rock texture used in C&C_Mesa? (The texture used on all the cliffs) It's also used in C&C_Walls and other maps. I don't have it for some reason. Also, i need the sand texture used in C&C_Basin. Thanks! [February 17, 2003, 08:34: Message edited by: maytridy]

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 08:33:00 GMT
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extract it, eighter from the mixes, otherwise from the always.dat

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 08:35:00 GMT
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I was hopin you could send em' to me, so i don't have to take all that time to find them and extract them.

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 08:40:00 GMT
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click here and download the file in the middle saying renegadetextures.zip

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 08:44:00 GMT
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I really only have one problem, and that is that when i make a box in gmax, and remove the lid of the box, the inside is invisable while the outside is visable. I am trying to make my own tunnels and buildings but if i try to make it, the inside and nothing in it.. how do i make it so that a box can have a floor and texture on both sides of the plane?

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 08:47:00 GMT
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there is no inside of a box, the way i make tunneles is i take a boc then i use vertex option and take the end vertexs and swich them around turning the box inside out, then i jsut delete the vertexs on the end so there is an opening

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 08:50:00 GMT
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how would you make a building?

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 08:51:00 GMT
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You can't just delete one side of a box...Make your mountain (for example), than make a cylinder, or a box, or whatever and put it through the mountain in the shape of the tunnel, than select the mountain, go to the Create Tab, than Compounds in the drop down box, make sure "Subtract A-B" is selected down below, than click "Pick Operand B", and click on the tunnel, it should cut a tunnel through the mountain...(sometimes gmax screws up when it does boolean... So if it just cuts the opening out of the side of the mountain and doesn't fill in the inside, just create a tube and make it the shape of the tunnel and put it from one side to the other where the tunnel should be, and delete the outer faces of the tube...)

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 08:53:00 GMT
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You'd make a bulding the same way you would anything else, model the building, skin it, name them right, set the w3d settings right... (than export to commando, put it in a map, put the right controller crap on it, etc. etc.)

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 08:54:00 GMT
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quote:Originally posted by Sir Phoenixx: You can't just delete one side of a box... Make your mountain (for example), than make a cylinder, or a box, or whatever and put it through the mountain in the shape of the tunnel, than select the mountain, go to the Create Tab, than Compounds in the drop down box, make sure "Subtract A-B" is selected down below, than click "Pick Operand B", and click on the tunnel, it should cut a tunnel through the mountain...(sometimes gmax screws up when it does boolean... So if it just cuts the opening out of the side of the mountain and doesn't fill in the inside, just create a tube and make it the shape

of the tunnel and put it from one side to the other where the tunnel should be, and delete the outer faces of the tube...)yes, u can. just use the face tool then delete the side of the box u want to delete

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:02:00 GMT
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Um, no you can't ...You can't just delete a face of a box and have it create the inside of the box, it only calculates/renders the outside, if you delete one of the faces, since gmax only calculated/rendered the outside, the inside would be invisible (no sides/walls/cylinders/etc. on the inside)

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:06:00 GMT
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actually, if u turn it insideout then delete the face on the ends of the inside it makes a tunnel

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:09:00 GMT
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But you'd still have to cut the faces out of whatever you wanted to put the tunnel through.

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:14:00 GMT
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quote:Originally posted by Spike00b:actually, if u turn it insideout then delete the face on the ends of the inside it makes a tunneldelete the face on the ends, cut the faces on the ends, same difference

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:16:00 GMT
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HELLO?!?! Did we forget about the 2 side w3d option? Just select your box, go into the w3d tools, and select 2 side. Problem solved. However, if you are making a tunnel, I would suggest deleting the polygons for your entrance, then selecting all of the remaining polygons, and

selecting the Flip option in the modifier tab. That is the easiest way. [February 17, 2003, 09:21: Message edited by: vloktboky03]

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:30:00 GMT
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quote:Originally posted by TestGun.:I really only have one problem, and that is that when i make a box in gmax, and remove the lid of the box, the inside is invisable while the outside is visable. I am trying to make my own tunnels and buildings but if i try to make it, the inside and nothing in it.. how do i make it so that a box can have a floor and texture on both sides of the plane?Your on the right track for the tunnels -use a box then flip the normals (in properties)you only need to see the inside of the tunnels (for example - look at the hourglass level in your how to folder).To make a building - same concept -the exterior will be normals out - and the interior will be normals in - of a different set of meshes.Once again - look at the way hourglass is setup.the outside shells of the MP buildings are there - but the interiors are called in by a ~bone.they are simply combined meshes that are a bit smaller than the exterior. and with the doors in place - you dont see the gap between the walls.

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:33:00 GMT
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I have those, (duh) but the ones I want are not included.

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:52:00 GMT
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Never mind, a friend of mine, Flamin Yawn extracted them for me.

Subject: I need some Textures
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:56:00 GMT
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JUST CHECK 2 SIDE IN THE W3D OPTIONS. DUH! (stupid peoples)

Subject: I need some Textures
Posted by [Anonymous](#) on Tue, 18 Feb 2003 00:57:00 GMT
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quote:Originally posted by maytridy:JUST CHECK 2 SIDE IN THE W3D OPTIONS. DUH! (stupid peoples) ahem ---you can do that if you want the same texture to show on the same mesh....but most skilled modelers will make them seperate - in order to get rid of plain looking - same texture models.also - doing what you suggest will slow down the render engine - but, hey? what do i know...
