Subject: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Mon, 01 Oct 2007 19:24:45 GMT
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I have decided to make 1 last topic that i will post all my problems etc because i have been on this site for like 3 weeks and posted about 49 times . i do not like spamming and neither do others->

So anyway, where and how do i obtain GMAX, it is considered vital in some things i wanna do like (making my own security doors) etc. Now please there is like 500 versions of it, which one is the best and most reliable version?

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by AoBfrost on Mon, 01 Oct 2007 19:27:47 GMT
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49 post. K

Your profile says 20 post.

Gmax is free, get it at google.com fast and easy

black-cell.net on their site has a activation registry hack that lets you use gmax full version for free without the 30 day annoyance.

No backdoors, if the program doesnt use the internet then how will it make backdoors

---

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Mon, 01 Oct 2007 21:20:32 GMT
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I am happy to follow your advice and everything no problems but as i said in first post, there is alot of different versions...which is the best one
----
P.S:Is RenX the same thing as GMAX, or another name for the program?

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by Ethenal on Mon, 01 Oct 2007 22:15:26 GMT
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There's 500 versions of GMax? Damn, I thought there was only one. Well, I'm using version 1.2, so go for that. I may be able to find a link later.

RenX is a plug-in for GMax that lets you mod things for Renegade specifically. It comes with the Renegade Public tools package.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by Tunaman on Mon, 01 Oct 2007 22:18:28 GMT
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http://www.turbosquid.com/gmax

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by AoBfrost on Mon, 01 Oct 2007 22:29:44 GMT
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Googling gmax gives you 500? Wow only 1 version exist and you found 500? you must be
adventurous.

download the crack/bypass from blacl-cell.net in the renegade or tools section, i forget, then just
click it and hit yes.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by Tunaman on Mon, 01 Oct 2007 22:37:17 GMT
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gmax is free anyways..

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by AoBfrost on Mon, 01 Oct 2007 22:40:16 GMT
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Without the crack though, it keeps asking you to register/sign up or else it expires, the registry
crack makes it never bother you again.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by Slave on Mon, 01 Oct 2007 22:59:13 GMT
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Hm, i could register just fine. I believe turbosquid handles the registrations now. But things could
have changed since I registered. Either way, the bypass should do it's job just fine too.

Aob's backdoor comment was silly, but I can see where it came from.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by Tunaman on Mon, 01 Oct 2007 23:05:11 GMT

AoBfrost wrote on Mon, 01 October 2007 18:40Without the crack though, it keeps asking you to register/sign up or else it expires, the registry crack makes it never bother you again.
You can register for free lol

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by Ryu on Tue, 02 Oct 2007 12:13:21 GMT

AoBfrost wrote on Mon, 01 October 2007 17:40Without the crack though, it keeps asking you to register/sign up or else it expires, the registry crack makes it never bother you again.

Gmax is free, But Autodesk bought them out, Now it has a stupid price tag. :/

oh right, http://www.turbosquid.com/gmax

When you install it, Install Level edit and you'll be able to use RenX..

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Tue, 02 Oct 2007 15:33:11 GMT

Im downloading GMAX1.2 as i type this post>YAY
But i am wondering, is GMAX hard to work with, like leveledit,(DO you neeed years of experience?)

You said RenX is a Plug In for GMAX, what is a plug in, and what does it do?

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by AoBfrost on Tue, 02 Oct 2007 15:50:07 GMT

You dont need years for anything, I'd say 2-3 weeks and you get the hang of it.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Tue, 02 Oct 2007 15:58:20 GMT

Well i am sure that is true, i look forwards to it!
but there is a problem, when i load it it comes up with this, amongst maybe a few other messages of that nature, please i have looked forwards in a sense to getting this program so i can edit/

---

maybr create my own maps in the future when im good at it...but if there continues to be these kinds of probs with the program ill have to abandon it
So take a close look at the SS below and please explain what is wrong and how to fix it..thnx guys

File Attachments
1) GMAX, problem.doc, downloaded 235 times

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by AoBfrost on Tue, 02 Oct 2007 16:00:56 GMT
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Stop putting your images into .doc files, it's annoying to view.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Tue, 02 Oct 2007 17:48:26 GMT
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Yeah thanx 4 that Frost...
Well umm, what format do you want it in? I do not know any other way to show you the PIC...i print screen then paste it into word and save then attach to a post if necessary, easy...

Well anyways..., can anyone explain the problem and how to fix?

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by AoBfrost on Tue, 02 Oct 2007 18:25:19 GMT
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Omg....Do the same but paste it into paint, then save as a jpeg or png format, it shows alot easier, downloading word docs are crap, some people may not have microsoft word to open it, but everyone will have the ability to see a jpeg or png...I choose those two because they both look good and file size is smaller.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Tue, 02 Oct 2007 19:36:11 GMT
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Hey AOBFrost, u helped me on severall ocassions, but you do get a bit aggressive, let it go man, no big deal i will make all my ScreenShot attachments as JPEG, and about my REAL problem with GMAX (apart from not knowing how to use it) i managed to fix it took me about an hour none stop but still, it works
----
P.S: Please can someone give me a great understandable tutorial from somewhere for GMAX

and RenX, im totally lost with em, it is really technical>

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by AoBfrost on Tue, 02 Oct 2007 22:59:22 GMT
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Oh I dont mean to be agressive, It's just recently theres been all these new modders, and they are nubs, not like you, they are super nub and bother everyone, and when anyone ask anything now adays, all I can do is point them to the right direction, and some the of past people...they ignore our post and then make more topics asking the same question xD

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by Ethenal on Tue, 02 Oct 2007 23:06:57 GMT
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Hey, at least you listen to our help.
Turbosquid handles GMax again I believe, but it takes some extra work. (After you request an email, you have to ask it to resend, but the registration fix works fine.)

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by AoBfrost on Tue, 02 Oct 2007 23:07:36 GMT
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I never got my registration email back, so I used the registry hack.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Wed, 03 Oct 2007 14:57:22 GMT
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I've registered my GMAX without any registration hack thing and it seems to run fine with no errors now, i managed to stop it bitching about the "GMAX Driver" when i 2x click the icon...
And RenX appears to work fine 2
There are 2 SS's of what my RenX and GMAX look like below after loading...is there any setup further required of the 2 programs or am i good to go to the next phase(e.g Attempting to make basic terrain and texturising them?)

P.S:Can someone please point me to a Really GOOD Door Making and placing on the map tutorial(There is one on Renhelp.net but the Guy just starts with "Make your door in GMAX(It looks like this)"
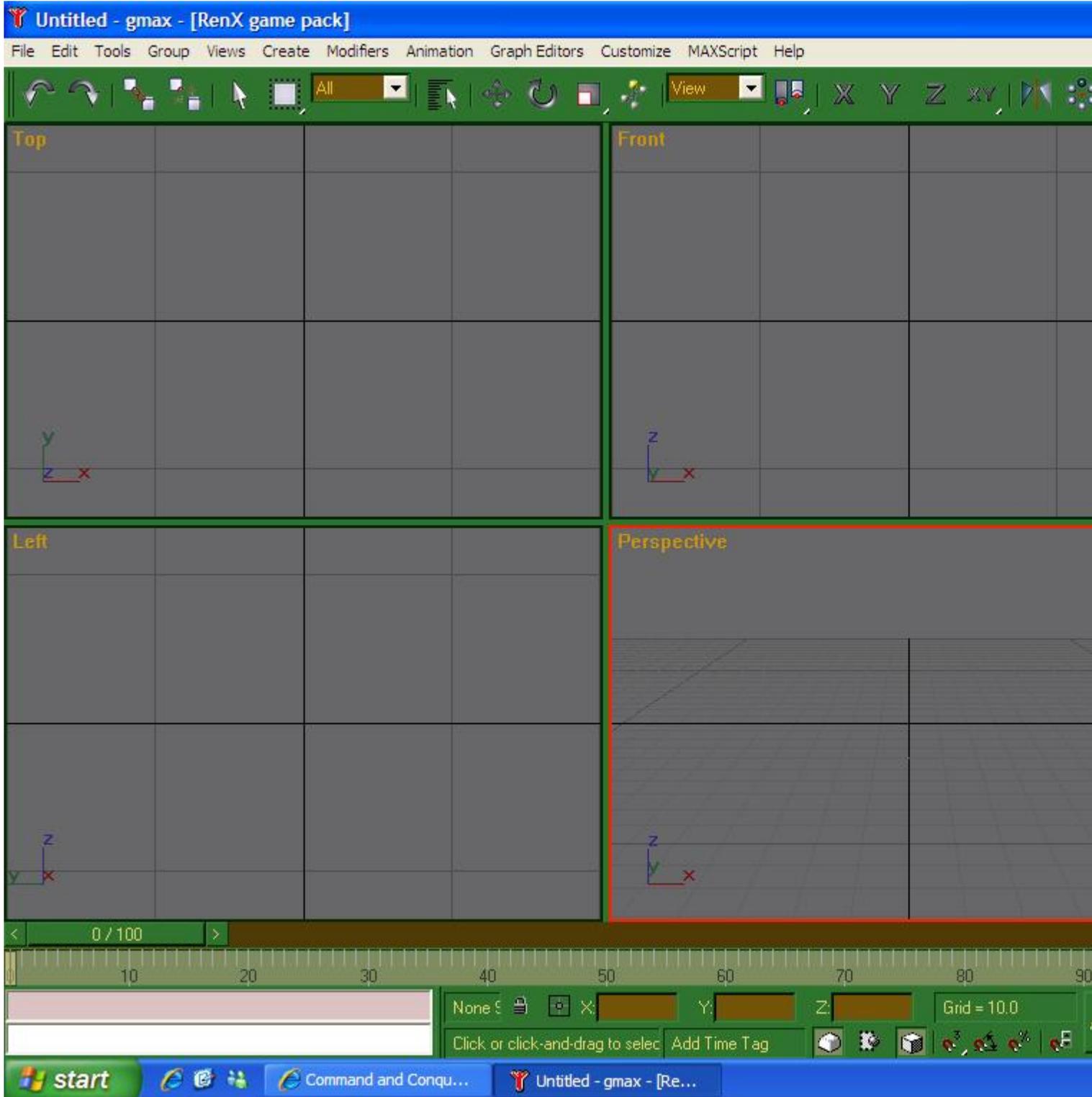with a Screenshot of his door below, i really need a clear tutorial, i only got GMAX about 2 days ago

File Attachments

1) GMAX Screenshot.JPG, downloaded 632 times
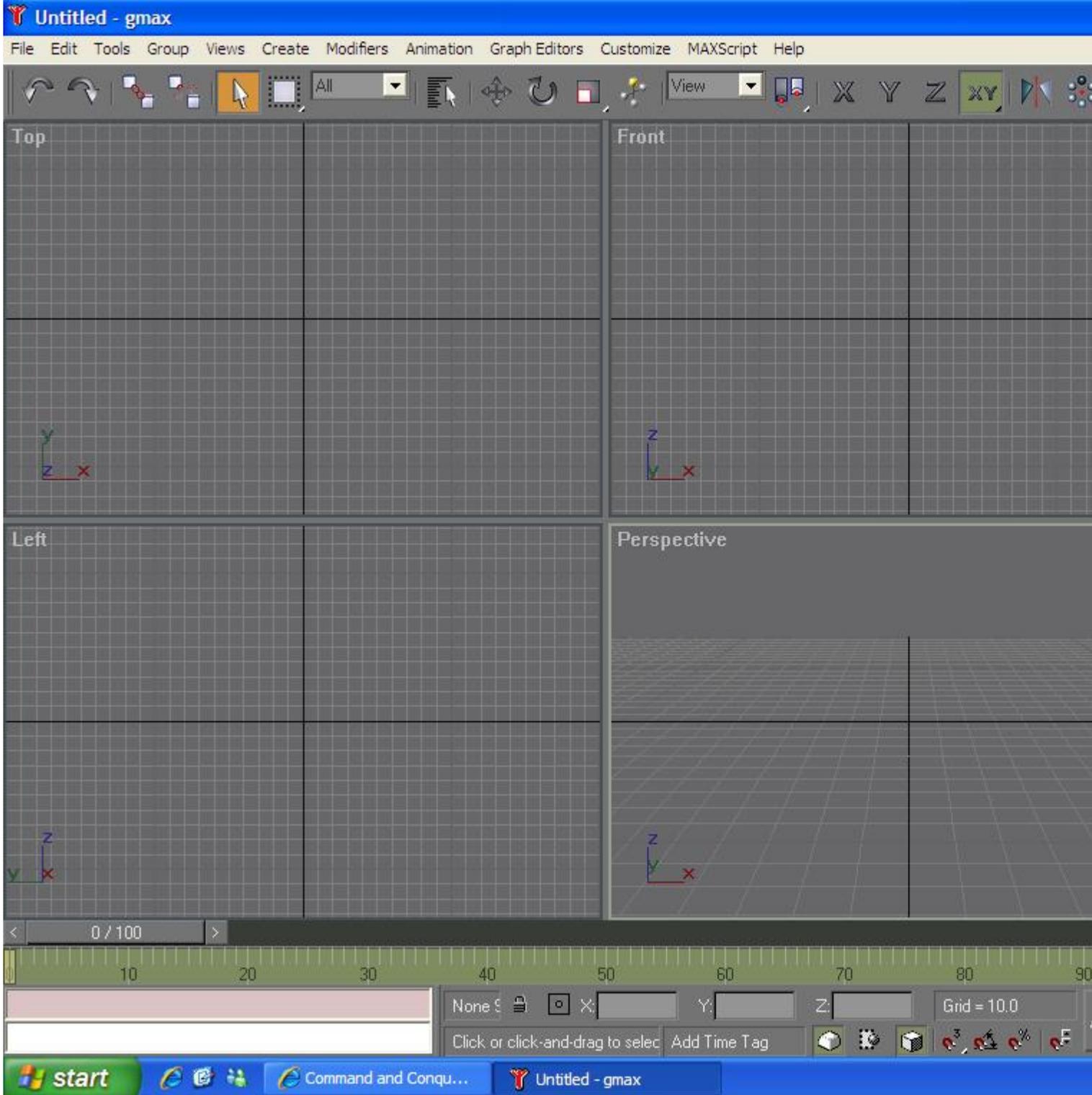
2) RenX Screenshot.JPG, downloaded 643 times

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by AoBfrost on Wed, 03 Oct 2007 15:02:53 GMT
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Just start renX whenever your doing anything for renegade, Gmax is similar, but RenX is made for ren modding.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Wed, 03 Oct 2007 17:36:53 GMT
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Umm yeah now i thought i'd download a map from renhelp.net just to exploit what variety's of map there are....i got one map, called "C&C_City_Flying_EXP" , any ways how can i mod vehicle parts, as some guy managed to do
The MRLS is modded so that the Launcher part rotates when you look in different dirrections, look at the SS below

File Attachments
1) Modified MRLS Launcher.JPG, downloaded 625 times

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by Slave on Wed, 03 Oct 2007 19:03:59 GMT
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That's a leveledit setting, wich affects the turret rotation.
By default the maximium rotation is set at zero, this guy increased the number.

Nice signature, it has powerful message that makes you think about life.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by R315r4z0r on Wed, 03 Oct 2007 19:51:54 GMT
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bat66wat6 wrote on Mon, 01 October 2007 15:24i do not like spamming and neither do others->
It isn't spam unless it is pointless and repetitive. And judging by your posting modding/mapping
questions for Renegade in the Renegade forums mod forum, I'd say that you aren't spamming.. lol

---

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by Ethenal on Wed, 03 Oct 2007 21:43:42 GMT
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Slave wrote on Wed, 03 October 2007 14:03Nice signature, it has powerful message that makes
you think about life.
It changed me forever.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Sun, 07 Oct 2007 16:05:48 GMT
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I made that my signature not for fun, dummies. im serious, how do i add a picture to me
sginature?

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Mon, 08 Oct 2007 16:22:54 GMT
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I told Frost this already but my Computer got wiped cus my dad got really pissed that his Area
does not work
Anyways, all is recovered, the scripts, renegadepublictools etc.
All except GMAX I swear i saved the installer for the 1.2 version on my PEN drive?
Anyways, please i have tried to redownload it but i just cannot find the download site that i got it
from last time....

Can you provide a link 4 me please.
(Please don't say just google it, i tried it loads of times, all the links from google)

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by AoBfrost on Mon, 08 Oct 2007 16:32:17 GMT
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Justfreakingoogleit.com

turbosquid.com/gmax

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Mon, 08 Oct 2007 16:35:35 GMT
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LOL ROFL LMFAO, i tried it.com
But that link u provided at the bottom of ur post worked...(I am downloading GMAX12 right now as i type this reply)

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Mon, 08 Oct 2007 20:13:55 GMT
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I have been posting reply's recently that have not been relevant to the my problems of modding...beacuse well my comp got wiped and i lost most things.

umm i managed to get the FDS, levelEDIT, GMAX etc all working and fine with he scripts 4 levelEDIT 2 whew
But now i come to setup my FDS installation and it wants a serial number... I mean i put in the Code that is in my Renegade game case and it will not let me proceed to the next step of the setup
I had this problem once and a very close and deer mate helped me through it all the way, he gave me a code from somewhere(he never said where, just pasted it 2 me in MSN)
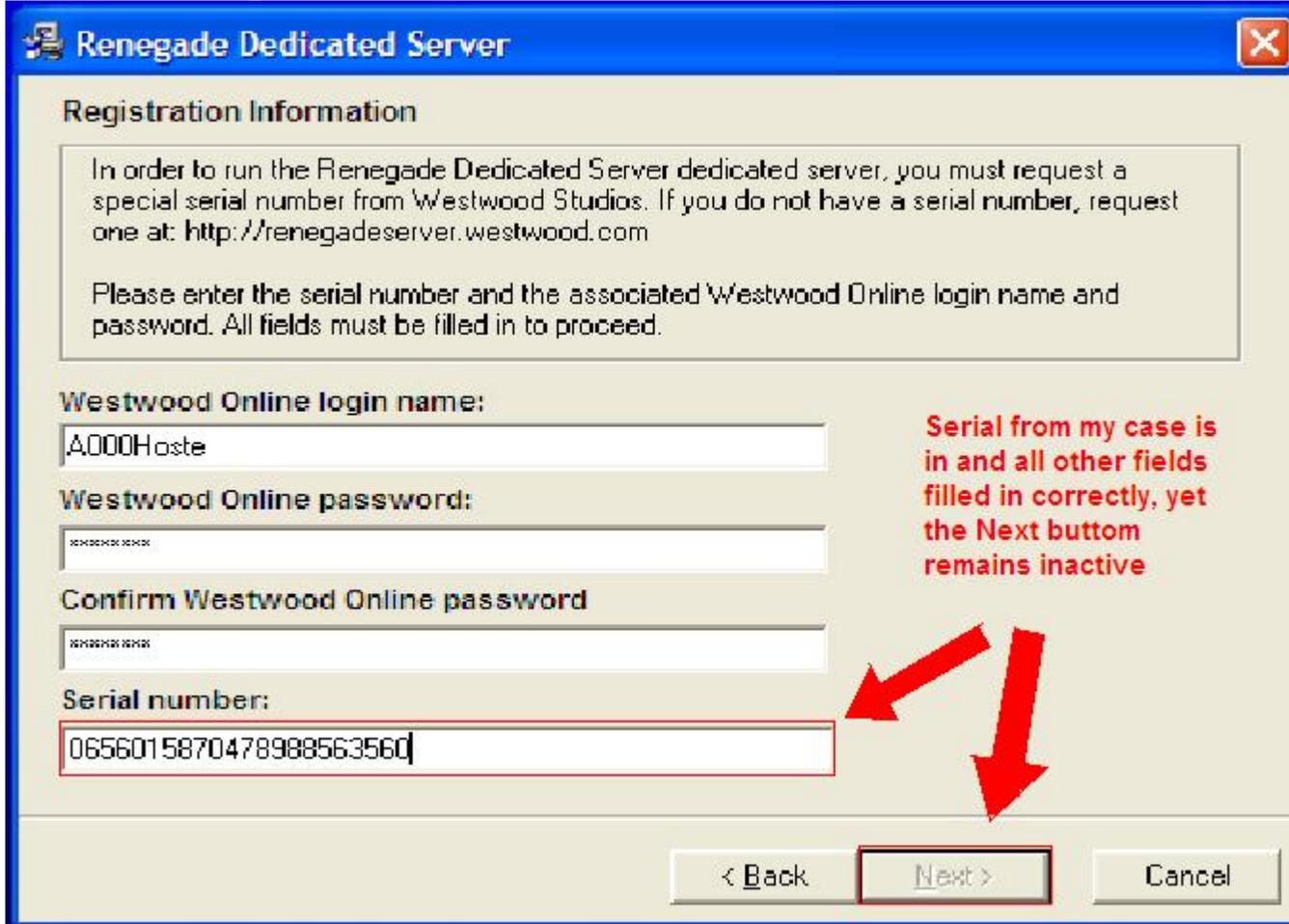I know you can make one up but NR and my FDS won't like it apparently...so basically please can someone out there give me a legit Serial Number please....
IDC where it comes from, AOHost.com(I looked around there there and i could not find one)

To explain my prob further i have attached a SS below->

```
File Attachments
1) FDS Setup Problem.JPG, downloaded 566 times
```

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by zillia on Mon, 08 Oct 2007 20:42:25 GMT
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Ok you don't use the westwood one when you install

use the gamespy one and away ya go.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by Ethenal on Mon, 08 Oct 2007 21:33:42 GMT
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No, you simply use 0669<RandomNumbers> and it will work. Then, once the FDS is installed, change the serial setting in server.ini to your Renegade serial.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by zillia on Tue, 09 Oct 2007 02:24:06 GMT
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Ethenal wrote on Mon, 08 October 2007 17:33No, you simply use 0669<RandomNumbers> and it will work. Then, once the FDS is installed, change the serial setting in server.ini to your Renegade serial.

Um No! the next button will not be clickable in the method he's using so do the gamespy one like i said.

Sorry, But after re- examining your jpg, i must ask is that for the fds? or some nightregulator crap?

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by HORQWER on Tue, 09 Oct 2007 02:25:33 GMT
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IT WILL WORK IF U PUT 06690000000000000000000000000000
LOLZ

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by zillia on Tue, 09 Oct 2007 02:34:18 GMT
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HORQWER wrote on Mon, 08 October 2007 21:25IT WILL WORK IF U PUT 06690000000000000000000000000000
LOLZ

^^ I love when this n00b posts, to funny.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Tue, 09 Oct 2007 15:42:49 GMT
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Ok i sorted the FDS problem as you said "just put in 0669 then random numbers then replace that later after it's insalled with the Renegade Serial"

Yet after this i setup my NR(Just the FDS stuff mainly) ran it as normal! AND BOOM, it fucks, coming up with
"Creating game channel"
"Failed to Create Game Channel"
And this will repeat 4 ever and ever and ever...
There is a attachment below, please, it ruined my hosting chances ages ago...i thought it would work after comp being completely wiped, i mean i reinstalled everything from scratch and yet it still

does this...other problems i posted about be 4 weren't as urgent! I am REALLY REALLY PISSED OF ABOUT THIS! Please i am really calling 4 help here...if my FDS doesn't work then almost all i learn in LevelEDIT, GMAX, and W3DViewer is gonne be useless 2 me...

Take a look at the SS please...i need help!

File Attachments
1) BIG FDS. Problem!.JPG, downloaded 588 times
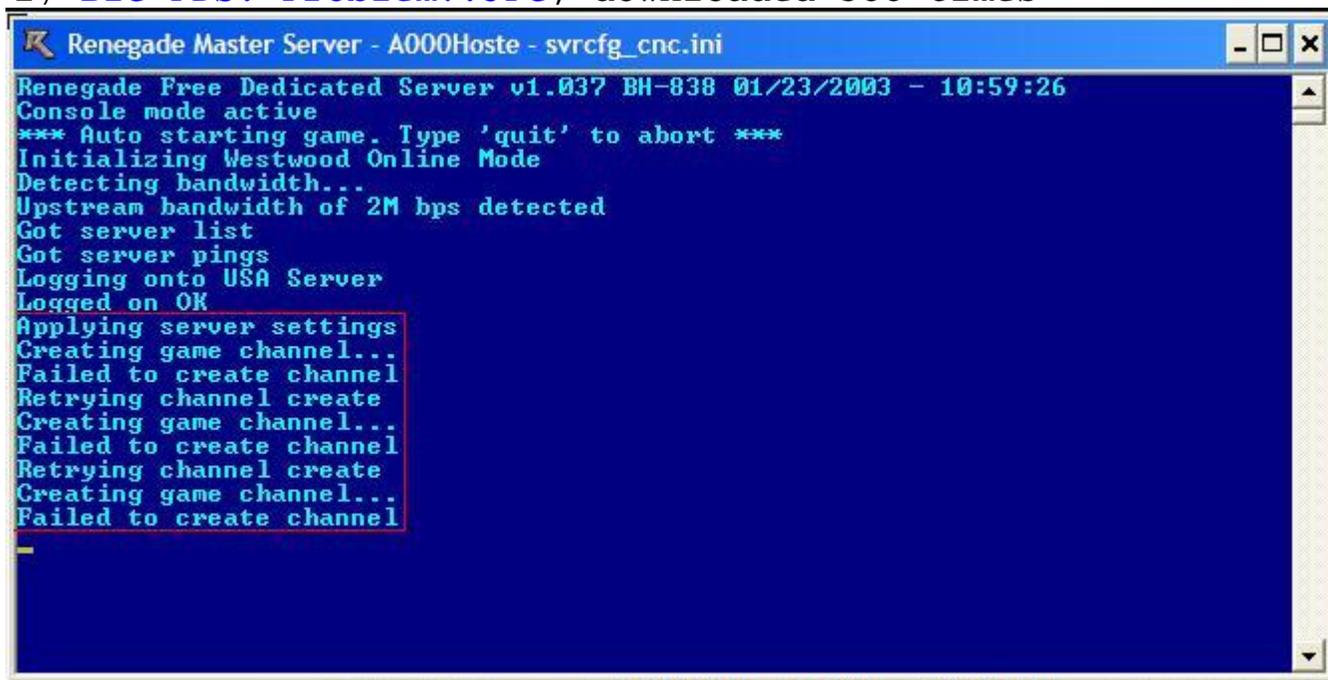
Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by The Elite Officer on Tue, 09 Oct 2007 15:57:06 GMT
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bat66wat6 wrote on Tue, 09 October 2007 11:42Ok i sorted the FDS problem as you said "just put in 0669 then random numbers then replace that later after it's insalled with the Renegade Serial"

Yet after this i setup my NR(Just the FDS stuff mainly) ran it as normal! AND BOOM, it fucks, coming up with
"Creating game channel"
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And this will repeat 4 ever and ever and ever...
There is a attachment below, please, it ruined my hosting chances ages ago...i thought it would work after comp being completely wiped, i mean i reinstalled everything from scratch and yet it still does this...other problems i posted about be 4 weren't as urgent! I am REALLY REALLY PISSED OF ABOUT THIS! Please i am really calling 4 help here...if my FDS doesn't work then almost all i learn in LevelEDIT, GMAX, and W3DViewer is gonne be useless 2 me...

Take a look at the SS please...i need help!

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by zillia on Tue, 09 Oct 2007 18:04:30 GMT
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bat66wat6 wrote on Tue, 09 October 2007 10:42Ok i sorted the FDS problem as you said "just put in 0669 then random numbers then replace that later after it's insalled with the Renegade Serial"

Yet after this i setup my NR(Just the FDS stuff mainly) ran it as normal! AND BOOM, it fucks, coming up with
"Creating game channel"
"Failed to Create Game Channel"
And this will repeat 4 ever and ever and ever...
There is a attachment below, please, it ruined my hosting chances ages ago...i thought it would work after comp being completely wiped, i mean i reinstalled everything from scratch and yet it still does this...other problems i posted about be 4 weren't as urgent! I am REALLY REALLY PISSED OF ABOUT THIS! Please i am really calling 4 help here...if my FDS doesn't work then almost all i learn in LevelEDIT, GMAX, and W3DViewer is gonne be useless 2 me...

Take a look at the SS please...i need help!

Well only thing i can say to you at this point is ...you use nightregulator crap, so goto his crap forum and post your problem there, sorry bat but IMO<(In My opinion) NR is crap, lags server..etc etc abunch of other shit to but anyway, goto that kids forum and tell him about your prob and make him help you out.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Tue, 09 Oct 2007 18:10:40 GMT
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You know u really aint helping are you?
I mean, one of u just Quotes everything! And u just say in laments terms "Get lost i don;t wanna listen, whine somewhere else"
If it aint what u meant then srry but it's what it seems like, just sum 1 at least try and diagnose my problem. Or if you don't wanna contribute something usefull to the Topic...EASY, DO NOT POST!.
"NightRegulator is a load of crap" isn't quite helpfull from where i come from...

P.S
If NR is so shit, then what's so different/great about BrenBot or that other stupid named one!

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by HORQWER on Tue, 09 Oct 2007 22:43:22 GMT
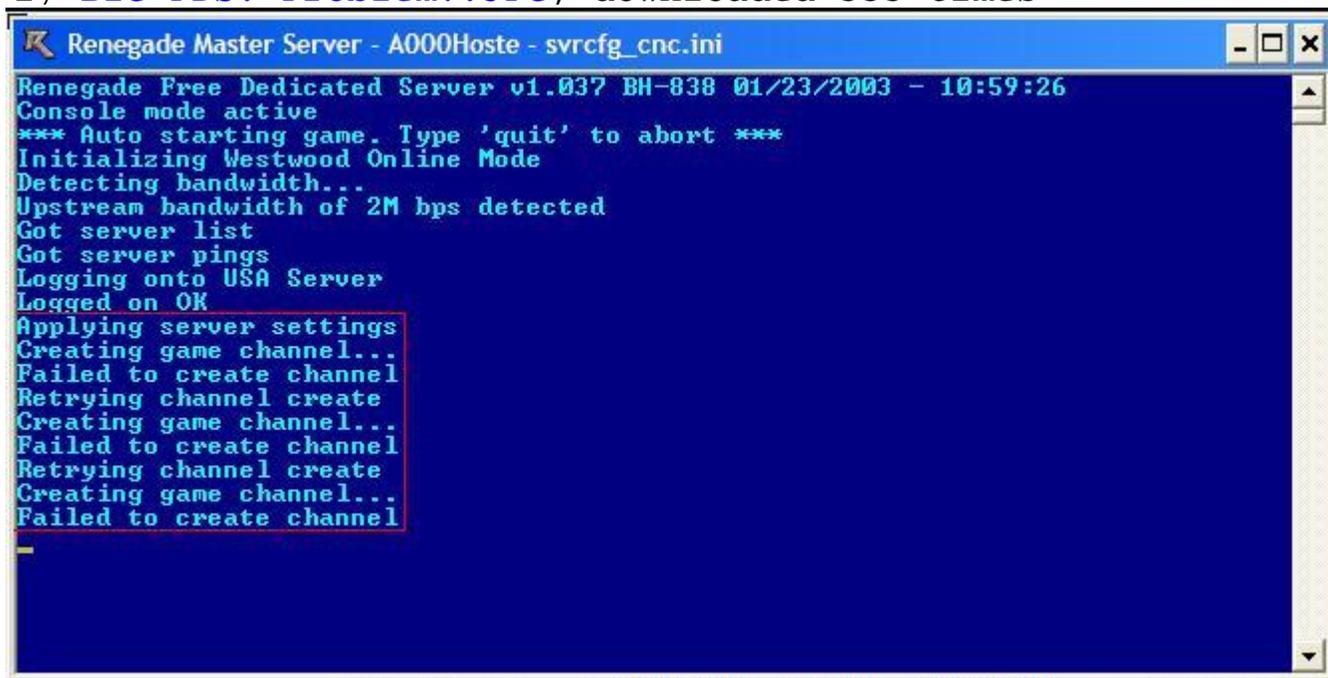View Forum Message <> Reply to Message

A000Hoste.
lolz
is that the host?

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Wed, 10 Oct 2007 15:20:12 GMT
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WTF is wrong with you?
What is so funny about the host name, i mean does it really matter!?
Just please try and actually contribute something worthwhile to this Topic, if u can't really do
anything to help then do not bloody post...SIMPLE->
I will provide the SS again, to explain my problem...please someoone help me...

```
File Attachments
1) BIG FDS. Problem!.JPG, downloaded 555 times
```

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by zillia on Wed, 10 Oct 2007 16:07:18 GMT
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Look what hes saying is you cant just use any host name.

you need to use a host nick, like when you log into xwis to play.

Its in your server config file in your C:\westwood\RenegadeFDS dir, do go in there and configure

---

everything in there properly and your FDS will log on to xwis/ gamespy when you configure your server config file properly,so until you do that your server won't creat a gamechannel till you do it right, SIMPLE! and there are stickys for you to read so you can do that i believe.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Wed, 10 Oct 2007 22:19:36 GMT
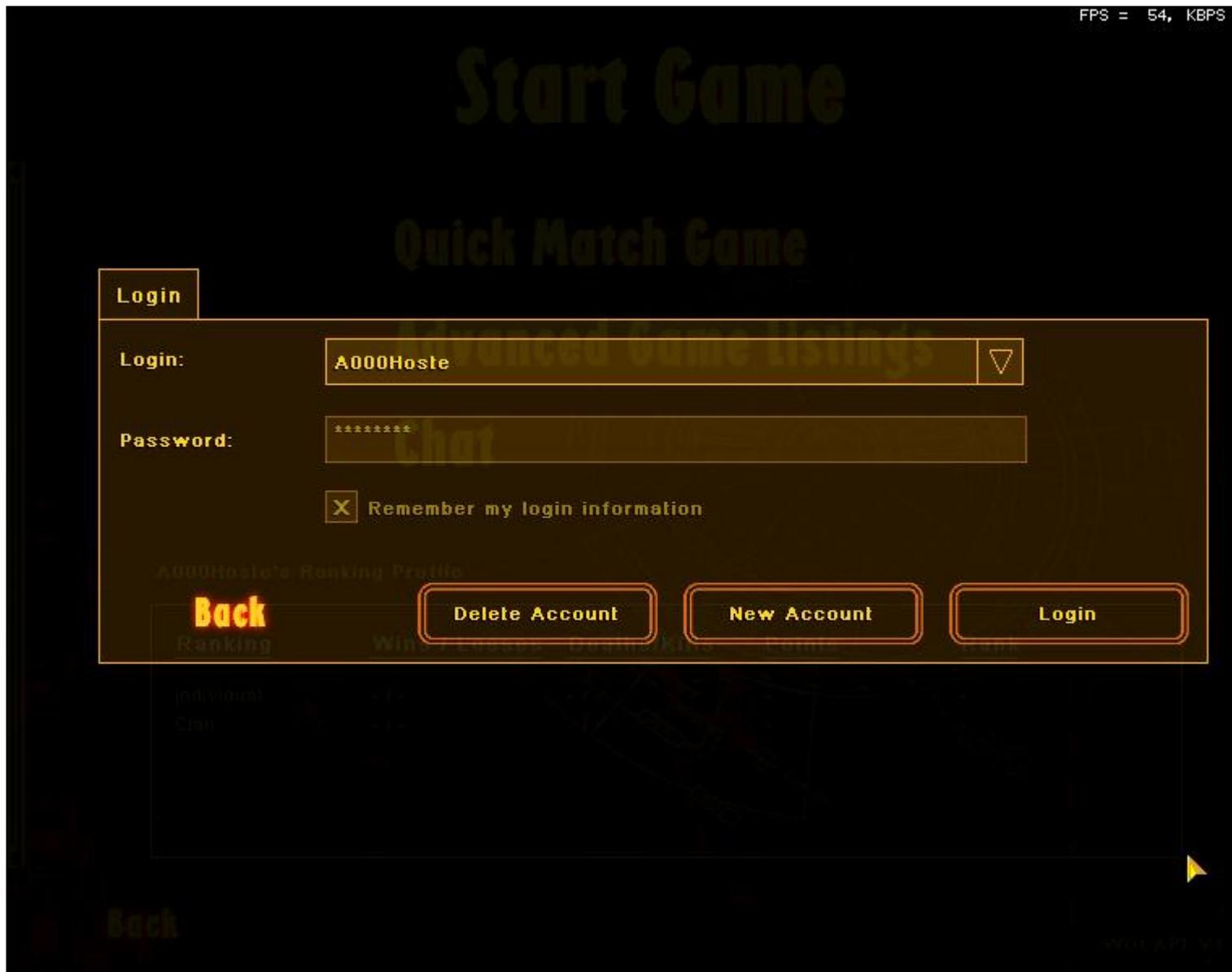View Forum Message <> Reply to Message

Hey that host name is "VALID" it is a actuall player account setup in WOL (XWIS). Here i've even attached a screenshot...Funnily enough the account A000Hoste doesn't "Work" when i login using that account instead of my bat66wat6 account.
After logging in on A000Host it brings me to the server list screen as per usual but there is no servers in the list, it is blank!?

File Attachments
1) A000Hoste proof.JPG, downloaded 564 times

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Thu, 11 Oct 2007 15:57:28 GMT
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Kind of a breakthrough...well umm, using NR i changed the the host name to the actuall account i use online "bat66wat6" and by god the FDS loaded, connected, loaded and worked fine....
But, that is kinda useless, running it like that with that name means that i can't join the server as another player->and i will get that Gameplayer Pending as it runs as Dedicated Server (I wanna keep so people can't do extras ingame)

I think it is the account A000Hoste XWIS in renegade that is the problem as when i login with that account on Renegade it does not work! The server list is blank! If we can fix that problem then maybe we fix the FDS 2? So please any ideas on why A000Hoste doesn't work?

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by The Elite Officer on Thu, 11 Oct 2007 15:59:40 GMT
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bat66wat6 wrote on Mon, 01 October 2007 15:24I have decided to make 1 last topic that i will post all my problems etc because i have been on this site for like 3 weeks and posted about 49 times . i do not like spamming and neither do others->

So anyway, where and how do i obtain GMAX, it is considered vital in some things i wanna do like (making my own security doors) etc. Now please there is like 500 versions of it, which one is the best and most reliable version?

You have not posted like 49 times, you have poster like 32 BTW.

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Thu, 11 Oct 2007 17:41:15 GMT
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Can you actually contribute something usefull to this Topic please, no 1 gives a shit how many posts iv'e made especially me!

So can you actually help with the FDS problem!

P.S: Can someone please tell me how to actually use the XCC Mixer? It seems simple but 4 the life of me i can't figure out how to change the C&C_Walls_FLying.lvl i've modded and saved to MIX(There is also the LSD and LDD file created after i saved it in leveledit, are they part of the MIXING process?)

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by mrÃ£Ã§Ä·z on Thu, 11 Oct 2007 18:40:01 GMT
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Hey guys, i edited the map M03 for my renegade server, i made a TEMP of the guard tower and placed it on my map then i saved the map and i see M03.ldd Temps20.ldd (or something) and objects.dbb ... wich files i have to copy into my renegade FDS? and are the TEMPS server sided or not?

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Thu, 11 Oct 2007 19:04:02 GMT
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Oh oh, let's just ignore bat66wat6 cus we don't care about his problems anymore!

LOL, that;s what ur doing to me!!

As long as ur all ignoring my problems and posts let's go off topic 2 shall i!!

MY FDS WORKS!!! IT WORKS I CHANGED THE HOST 2 a00000btw and the password in NR and IT BLOODY WORKS
BUT... After i join as bat66wat6 i do not have my Admin powers that i granted myself from NR, i have to login!!
I already check listed (Auto-login moderators in NR)
How do i change this, as having to type my password for NR in ingame sucks->plus other people can see my password and exploit it!!
Ontop of this after i logged in i minimised Renegade nad went ot NR and onto the FDS Control pannel and it showed that i wasn't ingame->it took like 10 mins to realise im ingame and let me use my powers even after i logged in?

Subject: Re: All problems-Creating "Maps"/Modding terrain
Posted by bat66wat6 on Fri, 12 Oct 2007 18:40:52 GMT
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Ok my FDS works and everything and all is well except, i have to login after i join my own server->

But still...i watched a tutorial made by Reborn(Great guy) about Server Sided Refinary tick rate->i watched it thoroughly and followed his every step by the book! Except the parts where he extracted a new objects.aow from some zip folder he had on his desktop SSAOW1.5WFDS or something very close to that
Anyway, after i changed the Ref tick rate and changed objects.ddb in my mod folder to objects.aow and moved it into my RenegadeFDS/Data folder and loaded my FDS, then started Renegade & joined i dicovered that nothing had changed...the Ref tick rate 4 GDI(The 1 i changed) was still the boring 2 creds per second rather than my 4 creds per second, and when the Harvy docked it still dropped just 300 creds rather than 500->?

I mean im like WTF MAN-> what wrong i followed his tutorial by the book>>