
Subject: Renegade Units Of Measurement
Posted by [Gen_Blacky](#) on Wed, 10 Oct 2007 23:23:50 GMT
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Does any one know exactly what measurement Renegade uses ?

Subject: Re: Renegade Units Of Measurement
Posted by [Slave](#) on Wed, 10 Oct 2007 23:29:40 GMT
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if you're talking about meters, those.

Subject: Re: Renegade Units Of Measurement
Posted by [BlueThen](#) on Wed, 10 Oct 2007 23:41:47 GMT
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Pixels.

Subject: Re: Renegade Units Of Measurement
Posted by [Yrr](#) on Thu, 11 Oct 2007 00:14:06 GMT
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afaik you can set the unit-to-meters value per-map in LevelEdit.

Subject: Re: Renegade Units Of Measurement
Posted by [Gen_Blacky](#) on Thu, 11 Oct 2007 07:01:26 GMT
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yea not using level edit

so meters is what ren uses ?

Subject: Re: Renegade Units Of Measurement
Posted by [Zion](#) on Thu, 11 Oct 2007 07:43:47 GMT
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The Metric system, Centimeters, Meters, Kilometers, so-on and so-forth.

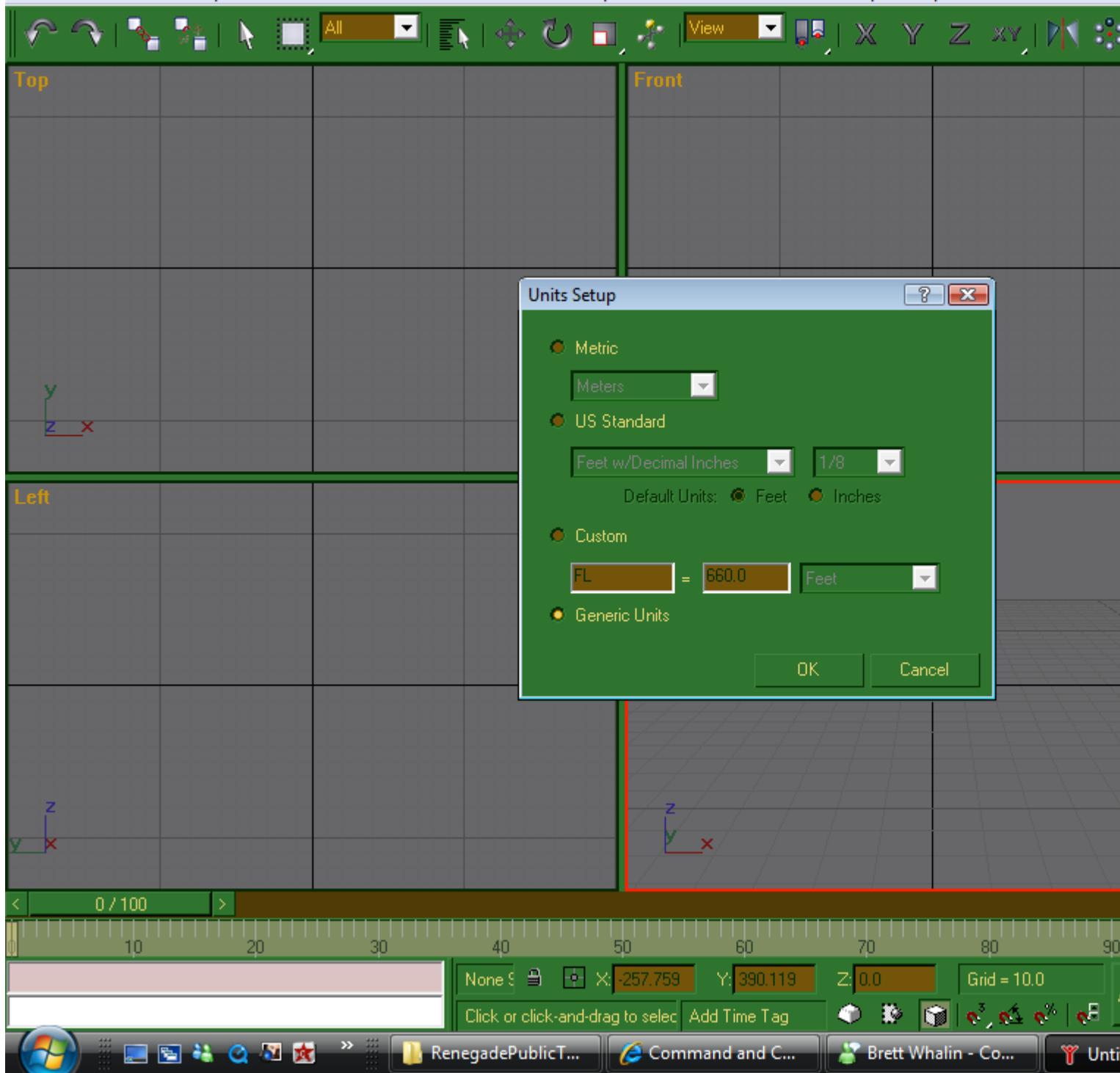
Subject: Re: Renegade Units Of Measurement
Posted by [Jerad2142](#) on Fri, 12 Oct 2007 01:58:40 GMT
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Actually it uses what are called Generic Units in Gmax:

(any other measurement setting will not coordinate right with level editor's system.

File Attachments

- 1) [Generic Units.png](#), downloaded 383 times



Subject: Re: Renegade Units Of Measurement
Posted by [Titan1x77](#) on Fri, 12 Oct 2007 03:00:11 GMT

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If you open some of the .gmax files from westwood FTP, like the SP buildings, they are all metric.

You'll notice the m next to all of the measurement boxes.

Subject: Re: Renegade Units Of Measurement

Posted by [Canadacdn](#) on Fri, 12 Oct 2007 03:00:50 GMT

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It uses lag.

Subject: Re: Renegade Units Of Measurement

Posted by [GEORGE ZIMMER](#) on Fri, 12 Oct 2007 03:15:31 GMT

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Canadacdn wrote on Thu, 11 October 2007 22:00It uses lag.

That's for gmax.

LE uses crashes for measurement units.

Subject: Re: Renegade Units Of Measurement

Posted by [Jerad2142](#) on Sun, 14 Oct 2007 07:28:52 GMT

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Titan1x77 wrote on Thu, 11 October 2007 21:00If you open some of the .gmax files from westwood FTP, like the SP buildings, they are all metric.

You'll notice the m next to all of the measurement boxes.

Level editor uses generic units, so for making cinematics, or positing stuff, generic units are a must.

Subject: Re: Renegade Units Of Measurement

Posted by [Veyrdite](#) on Sun, 14 Oct 2007 08:46:19 GMT

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Isn't metric converted to generic in the w3d?

Subject: Re: Renegade Units Of Measurement

Posted by [Jerad2142](#) on Wed, 17 Oct 2007 00:44:45 GMT

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Dthdealer wrote on Sun, 14 October 2007 02:46Isn't metric converted to generic in the w3d?
Can't be, otherwise my cinematics would never match up as I make them all in RenX.
