
Subject: A Proper GMAX Tutorial

Posted by [bat66wat6](#) on Sun, 14 Oct 2007 04:46:48 GMT

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I have come up with a cool idea for a rather basic but cool mod 4 C&C_FIELD mix, anyways in involves different types of doors(Security ones cus it's gonna be a sorta mision to get cards 4 em)

Anyways, i could use the Nod Green, Yellow and red doors but i want the ones with the GDI symbol on it..there is only the Green 1 there

So i figured i either need to mod or even make my own door just like it except the symbol in middle is Yellow and another 1 4 Red...

I have tried loads of tutorial sites but none of em actually TELL you how to make the bloody thing! I mean Renhelp.net "Making a door for renegade" tutorial SUCKS!

He starts with "Make your door in GMAX, it should look a bit like this" then a pic below! I MEAN WTF MAN, IM LOST EVEN BE4 HE HAS STARTED THE TUTORIAL!!!

So please someone, is there a proper explained and noted tutorial of GMAX out there 4 me...preferably on making doors

Subject: Re: A Proper GMAX Tutorial

Posted by [bisen11](#) on Sun, 14 Oct 2007 05:03:43 GMT

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....

You obviously don't know how to model in general then. So just mess around a bit and learn how to model... all oyu really have to do is make a box though. You will also need a texture to add to your door for what it looks like, so if you can't fine one then you will have to make your own. Then apply it to the door.

Subject: Re: A Proper GMAX Tutorial

Posted by [Oblivion165](#) on Sun, 14 Oct 2007 09:00:03 GMT

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Try watching this first: <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=96>

Might let you see how to make objects from shapes. This will work basically the same in RenX but some of the things I do in here are not included in RenX.

Just watch how I place a box and shape it. To apply materials in RenX just use the "M" key and do the same UVW Map as seen in the video.

Subject: Re: A Proper GMAX Tutorial
Posted by [bat66wat6](#) on Sun, 14 Oct 2007 14:49:04 GMT
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Thanks alot man, but i am quite sure u did not make that in GMAX

I mean, i don't even know what the tools do->You start and Make a box raise it shape it and it's all really really fast!

You did not explain much...sorry man but that tutoral is not really going to help me 4 what i need.

Yet again, all i need people a in depth tutorial on how to Edit and or Create doors in GMAX/RenX

Thanks anyways

Subject: Re: A Proper GMAX Tutorial
Posted by [Zion](#) on Mon, 15 Oct 2007 11:06:01 GMT
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3DS Max IS Gmax, just ALOT better than Gmax.

Download and Read the Gmax help files from www.turbosquid.com/gmax. These are what got me started.

Subject: Re: A Proper GMAX Tutorial
Posted by [bat66wat6](#) on Mon, 15 Oct 2007 16:09:39 GMT
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This is getting lengthy now...

Out of all the tutorials there are from creating whole buildings to simply server Siding a Weapon Spawner yet there is not 1 DEECENT tutorial on how to create or edit a door in GMAX

Oh and 2 let u know my RenX does not work and will never work unless u know how to go back and change the Driver!

Subject: Re: A Proper GMAX Tutorial
Posted by [Oblivion165](#) on Mon, 15 Oct 2007 17:01:38 GMT
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Just pay attention....Not one person in all the years I've been here has not been able to tinker with RenX to get the basic creation tools down within 10 minutes.

To fix your render driver clean out the registry keys it makes...this is all pretty standard stuff here.

Subject: Re: A Proper GMAX Tutorial
Posted by [bat66wat6](#) on Mon, 15 Oct 2007 21:55:08 GMT
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Okay im not going to give u a life story or anything here but about 1 year ago if not 8 months i took up the idea of attempting join the modding world of Renegade...i knew it would be tough but darn it, i have had to download like 8 new programs and i have to get familur with em all...

I aint angry or ought, i know it takes time, maybe im being a little impatient...tell you what ill "Tinker" around with RenX as you said and "Change the keys" as you said to see if it works-> But yet again umm, where and how do i change the keys? Lol i can;t even find RenX's directory, so i copy the Target from the shortcut on my dekstop and it leads to a invalid page on Google

Subject: Re: A Proper GMAX Tutorial
Posted by [Gen_Blacky](#) on Mon, 15 Oct 2007 22:06:09 GMT
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bat66wat6 wrote on Sun, 14 October 2007 09:49Thanks alot man, but i am quite sure u did not make that in GMAX

I mean, i don't even know what the tools do->You start and Make a box raise it shape it and it's all really really fast!

You did not explain much...sorry man but that tutoral is not really going to help me 4 what i need.

Yet again, all i need people a in depth tutorial on how to Edit and or Create doors in GMAX/RenX

Thanks anyways

There are tuts for doors on renhelp and that tut was a good basic tutorial easy to understand, He explained what he was doing before he did it and it wasn't fast at all, it was kinda slow tbh ?.

Subject: Re: A Proper GMAX Tutorial
Posted by [Oblivion165](#) on Tue, 16 Oct 2007 20:14:23 GMT
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There:

<http://www.Oblivioninteractive.com/files2/Door%2000.avi>

Now stop bitching at me in PM's and about me' website.

Subject: Re: A Proper GMAX Tutorial
Posted by [bat66wat6](#) on Tue, 16 Oct 2007 21:44:36 GMT
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Ok, i get the impression you think im dumb! Well here's a news flash...im not! The tutorial in Renhelp.net is totally useless im not lying damn it! He starts by saying "Create your door in GMAX, it should look like that"

If that's the only and best tutorial you have then sorry but that aint gonna help 4 shit I bet i sound ungreatfull for your efforts and everything but it's what it's like

And by the way, that link u provided doesn't work!

Subject: Re: A Proper GMAX Tutorial
Posted by [Oblivion165](#) on Tue, 16 Oct 2007 21:59:55 GMT
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What the hell are you ranting about?

bat66wat6 wrote on Tue, 16 October 2007 17:44 You are implying i am dumb! I have been quite restrained in what i say up till now. But i will not take anything implying im dumb! Get it fucking straight!->I am not the dumb one here, you are!

I never called you dumb....

bat66wat6 wrote on Tue, 16 October 2007 17:44
So what you want if you can make buildings, mod entire presets to different shapes and Rename ingame objects to whatever you want! FUCK THAT! You know next to nothing about making tutorials 4 other people to learn!

I never boasted about my modding ability, I never was much good at it...

bat66wat6 wrote on Tue, 16 October 2007 17:44
And you are so fucking wrong, there is only one tutorial on Renhelp.net about making doors in GMAX or RenX(Mine still don't work!)
And it is fucking useless!!He misses out the bit about ACTUALLY MAKING THE DOOR IN GMAX
He starts with "Create your door in GMAX"

RenHelp.net is a guide, not the end all say all and my tutorials only make up a small amount of the database. Its a community of people who were nice enough to share that created renhelp.

I made the video to be nice and show you step by step on how to make a door.

bat66wat6 wrote on Tue, 16 October 2007 17:44
And by the way, that link u provided doesn't work!

Link works for me in good ol' FireFox. Try right-click ~ Save as, I didn't encode this video to stream.

<http://www.oblivioninteractive.com/files2/Door%2000.avi>

Subject: Re: A Proper GMAX Tutorial
Posted by [bat66wat6](#) on Tue, 16 Oct 2007 22:01:54 GMT
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I think it would be wise of me to not post here again obviously things have got out of hand and maybe i should just stick to my neutral zone of leveledit->

Subject: Re: A Proper GMAX Tutorial
Posted by [Oblivion165](#) on Tue, 16 Oct 2007 22:04:16 GMT
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I have no bad feelings twords you, stick around man. I just don't know why you got so angry at me for posting a video.

Subject: Re: A Proper GMAX Tutorial
Posted by [Ethenal](#) on Tue, 16 Oct 2007 22:10:10 GMT
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Oblivion165 wrote on Tue, 16 October 2007 17:04I have no bad feelings twords you, stick around man. I just don't know why you got so angry at me for posting a video.

Yeah, you need to chill out, no one's after your ass, just play around in RenX, press all the buttons, make some shapes. Things will begin making sense after awhile, just keep at it. Trial and error wins.

Subject: Re: A Proper GMAX Tutorial
Posted by [bat66wat6](#) on Tue, 16 Oct 2007 22:35:11 GMT
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Okay i am sorry, i really am i guess i just lashed out, iv had a shit day

Thanx 4 that video man i really appreciate it

The only little problem with me being able to try it out is that as i probably metioned in previous posts is that my RenX is broken

It's mainly cus i accidentally clicked on Ok when it asks you for the first time what Driver it wants you to use and i clicked Ok when it was all set to blank and ever since then when i load RenX it crashes, some sort of fatal error>?

I tried messing around with the Keys as someone mentioned but i could not even find RenX's directory...it's whacked out man

Even when i copy the Target from the shortcut on my Desktop it leads me to a Internet page that is Invalid all i get is "Internet Explorer is unable to display the webpage"

It's really really bugging me....(Maybe i have to reinstall Public tools?)

Subject: Re: A Proper GMAX Tutorial

Posted by [Oblivion165](#) on Tue, 16 Oct 2007 22:40:25 GMT

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Yeah I would uninstall Gmax/Renx completely first via Add/Remove Programs in the control panel and then do a clean install of Gmax and just the RenX component of the Renegade Public Tools. (Just un-select the other one when the installer asks)

If that doesn't work then I can connect via MSN to fix the situation, several people here can confirm that I never screwed up their computers while helping them etc.

Subject: Re: A Proper GMAX Tutorial

Posted by [Zion](#) on Wed, 17 Oct 2007 07:44:17 GMT

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If you need more help, i can do a personal basics of Model creation and you can watch though my VNC server. I will only use 3DS Max 8 but it's pretty much the same as Gmax only better.

If you want to, you can add my MSN and contact me, and i'll setup the server to stream my screen to you. MSN = martynp1989@hotmail.co.uk

I can teach you everything i know, and i know quite a bit. If i had space, and confidence in my voice () i would record videos to renhelp instead but... Yeah...

Subject: Re: A Proper GMAX Tutorial

Posted by [Oblivion165](#) on Wed, 17 Oct 2007 12:58:42 GMT

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Well bat? Did that video help you?

Subject: Re: A Proper GMAX Tutorial

Posted by [bat66wat6](#) on Wed, 17 Oct 2007 15:16:37 GMT

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Yeah manm that tutorial is the best 4 beginner like me making doors->easy to understand although it's hard to hear your voice even with full volume and Media Player volume...

The one bit i can't do is the very start

What is that program you start of in? It isn't XCC Mixer is it?

Cus it doesn't look like it>

So basically what im saying is i can't get the door texture that you got at the start

Subject: Re: A Proper GMAX Tutorial

Posted by [Oblivion165](#) on Wed, 17 Oct 2007 15:34:30 GMT

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Yeah my mic is about dead, I would suggest using Media Player Classic because it can boost audio as well as normalize it.

I use RenegadeEx, XCC mixer just seems like a pile of he-trash to me so I stick with RenegadeEx.

Download links:

RenegadeEx

<http://www.renhelp.net/downloads/RenegadeEx.zip>

Media Player Classic

http://sourceforge.net/project/downloading.php?group_id=82303&use_mirror=easynews&filename=mpc2kxp6490.zip&78432492

To boost my audio simply do these steps:

Open the file then go to options

Click on audio switcher ~ Check Normalize ~ Check Regain Volume

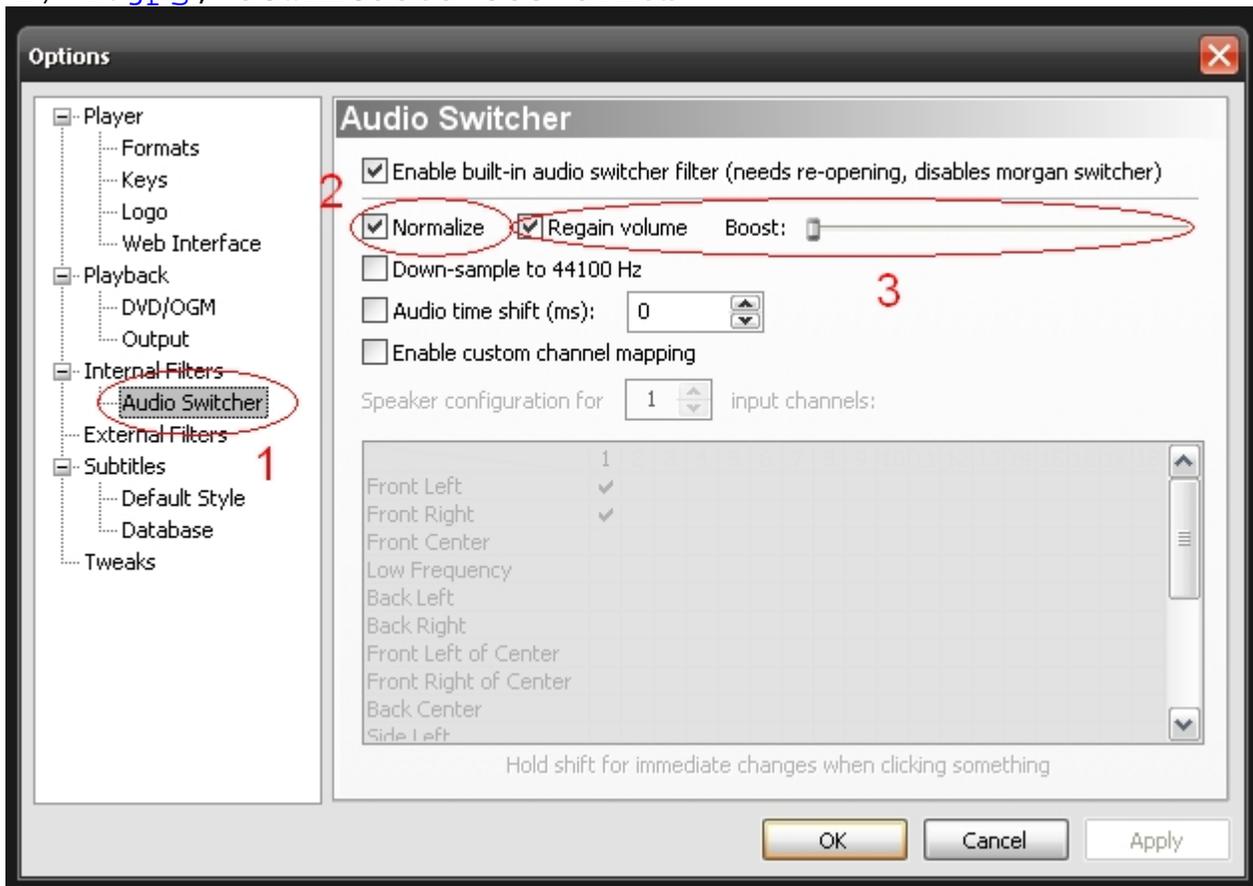
Just normalizing it should make it sound alot better but if its too low just move the slider over some more and it will increase the volume even further.

File Attachments

1) [1.jpg](#), downloaded 603 times



2) [2.jpg](#), downloaded 585 times



Subject: Re: A Proper GMAX Tutorial
Posted by [bat66wat6](#) on Wed, 17 Oct 2007 16:23:12 GMT
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Okay, another problem....lol DD lol
when you get to the bit of extracted da Texture e.g tridoor
U say u gotta change it to TGA...i do not have that wierd convertor thingy ma gig!

What do i do now.?LOL

Subject: Re: A Proper GMAX Tutorial
Posted by [Oblivion165](#) on Wed, 17 Oct 2007 16:29:35 GMT
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Well that is Irfanview, its my most respected everyday program. It's basically a free image viewer that also support a crap load of image formats and features out the ass.

You can use a lot of programs to convert images to tga from dds but nothing is faster than Irfanview.

<http://www.oblivioninteractive.com/files/Irfanview.zip>

Subject: Re: A Proper GMAX Tutorial
Posted by [bat66wat6](#) on Wed, 17 Oct 2007 20:27:23 GMT
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Okay now i can take a shot at that tutorial...wish me luck lol...

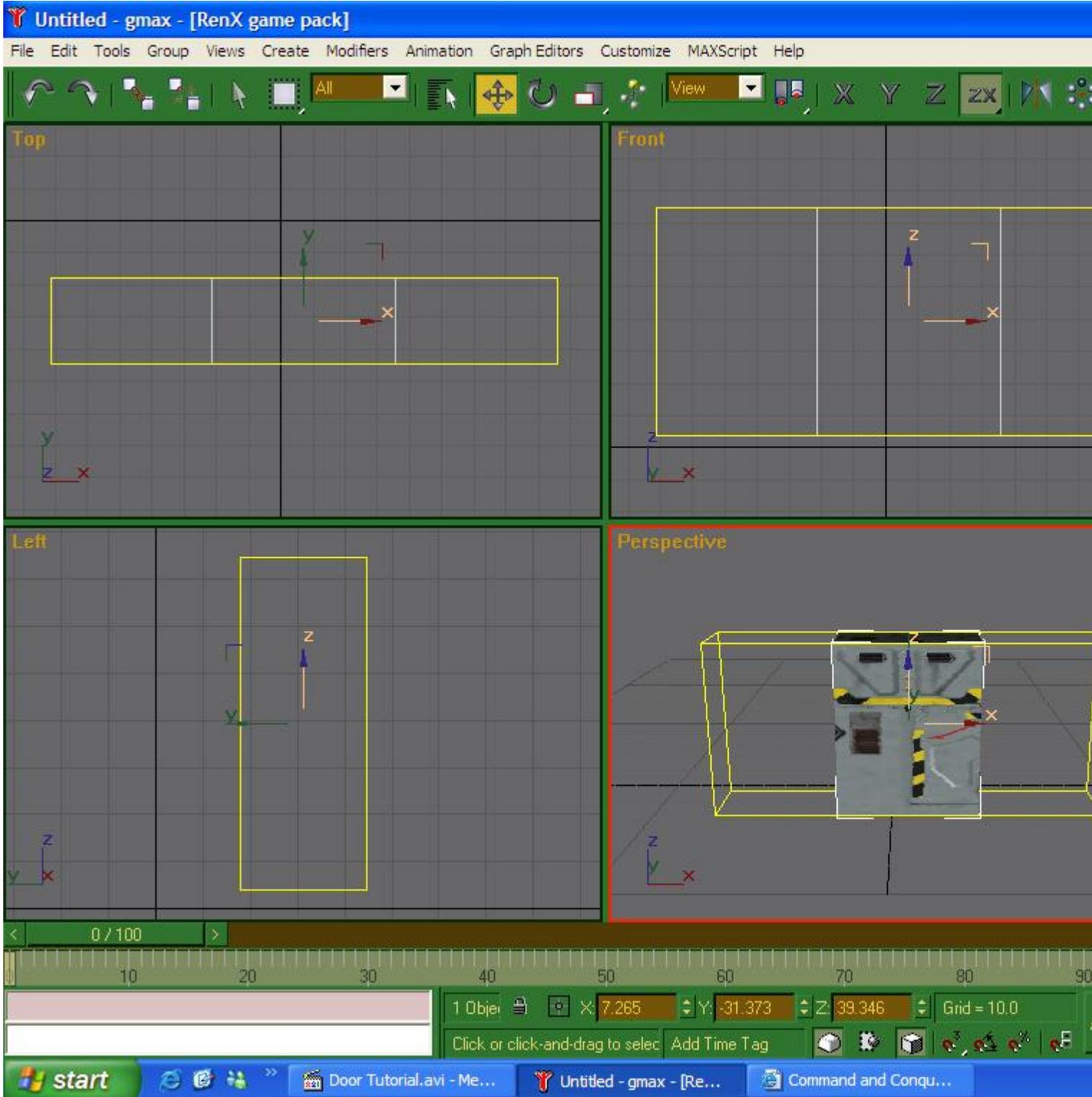
Thanx 4 all the links man...

Subject: Re: A Proper GMAX Tutorial
Posted by [bat66wat6](#) on Wed, 17 Oct 2007 20:48:13 GMT
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Ok right! I am yet again totally lost...u explain dead well up 2 after the bit where u add the texture...the cursor moves dead fast and i am totally lost here!
I'm getting frustrated, ur box like thing seems perfect in width and everything and mine seems really fat and really wide!!
I can't continue, im aborting the tutorial man,srry
I have replayed and rewinded it like 35 times and took me 1 hour going over it! I just can't understand what you did...at the point im at there is like 3 tabs "Gizmo, box" and something else...i just can't keep up with that little curser...lots of buttons and lots of fields->
Below is a SS to show where im at

File Attachments

1) [Lost in the world of RenX!!.JPG](#), downloaded 377 times



Subject: Re: A Proper GMAX Tutorial

Posted by [R315r4z0r](#) on Wed, 17 Oct 2007 21:13:33 GMT

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WOW! I now know how to make a working door in Renx... thanks for that video!

Subject: Re: A Proper GMAX Tutorial

Posted by [bat66wat6](#) on Thu, 18 Oct 2007 16:40:53 GMT

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I have have this time followed every single action u do on screen Oblivion165 and Im telling ya, i just can't get around a certain part that's hard to explain here...ironically u seem to press a key on the keyboard but i can't figure out what!!

(P.S)

Im trying to think of a way that i can add Chainguns to the Transport Choppers in LAN so that if ur not piloting the vehicle u can use a chaingun in 1st person view!!

Is it possible?

Subject: Re: A Proper GMAX Tutorial

Posted by [R315r4z0r](#) on Thu, 18 Oct 2007 21:04:28 GMT

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Are you talking about the texture menu? You press "M" to bring that up.

The only other thing I remember him pressing on the keyboard was "F" to get the frontside view. You can also just right click on the name of the view in the top left corner and chose front.

Subject: Re: A Proper GMAX Tutorial

Posted by [bat66wat6](#) on Fri, 19 Oct 2007 20:52:01 GMT

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Ok thanx man, ill keep at the Tutorial, it is a good tutorial do not mistake me here but it can get confusing...

Still, just like i became a KICK ASS PRO map maker and scripiter in 0 Hour i will survive to soldier on in Renegade!

It will NOT beat me! LOL-Feed the Revolution!

Subject: Re: A Proper GMAX Tutorial

Posted by [bat66wat6](#) on Sat, 20 Oct 2007 01:50:20 GMT

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Sorry people, the Door tutorial was great when i got the hang od it all and i made the door Exported it to my mod Package and loaded up LevelEDIT only to find it messed up BIG!

In fact i had to uninstall everything and reinstall 2 times be 4 it would work again...so should i abandon RenX altogether then becuase im not gonna bother if every time i attempt something my LeveEDIT fu**s up!!
