Subject: Making Terrain
Posted by bat66wat6 on Thu, 15 Nov 2007 00:00:53 GMT
View Forum Message <> Reply to Message

Okay i followed the making a basic map tutorial on renhelp.net all the way up to the point of exporting the map etc which he FAILS to mention

I need to know how i export a terrain from RenX to LE so i can "Make" it and add spawners etc...

Subject: Re: Making Terrain
Posted by R315r4z0r on Thu, 15 Nov 2007 02:13:04 GMT
View Forum Message <> Reply to Message

Well, first check your collisions in the Renx version, make sure you have the correct boxes checked off or you will fall right through the map.

Save it. Open up your level editor and click on New. Name it whatever you want, then click Ok. After it loads minimize it and maximize renx again.

Export the map from Renx (File > Export) then browse to the level folder that you just created in level editor. Then export it into that folder. (Make sure you export it as a W3D file, not a P3D) I usually export it into the Levels folder, just to keep it organized, but it doesn't really matter.

After you export, minimize Renx and bring up level edit again. In the terrain preset tab click on the main parent folder (The Terrain folder itself) then click the ADD button down at the bottom.

Name the mesh, it really doesn't matter what you name it, it doesn't have any effect on the map itself. After you name it, click over to the settings tab and in the first box click the browse folders button (The picture of a folder next to the text box) when the window pops up, find and open the map you exported. It should then show the directory in the text box. Click ok and the window will go away. It may freeze for a few moments.

When ready, select the newly created preset you just made and click the MAKE button. TA-DA your map is in Level Editor.

Subject: Re: Making Terrain
Posted by cpjok on Thu, 15 Nov 2007 03:24:13 GMT
View Forum Message <> Reply to Message

lol i know how to make a bit of a map and do stuff in LE i added over 15 extra units to my map but when i try and play on renegade hardly any extra units work with the weapon and that i set it to

---

Subject: Re: Making Terrain
Posted by bat66wat6 on Thu, 15 Nov 2007 21:13:41 GMT
View Forum Message <> Reply to Message

Thanks alot man
I have managed to load my map and add simple objects...but before i go to more technical stages
i want to know why my terrain textures are totally F***ed
Here's a Screenshot below, the green area is meant to be grass->

What's wrong? How do i fix this?

File Attachments
1) RenX Map Texture's SS.JPG, downloaded 435 times

Subject: Re: Making Terrain
Posted by R315r4z0r on Thu, 15 Nov 2007 21:46:25 GMT
View Forum Message <> Reply to Message

How did you texture it? You used UVW Mapping right?

You see what I normally do, which is different then what other people are used to, is that I almost always apply the texture as a Box and adjust the size of the box until I get a good tile. I don't touch the U, V, and W tiles, I just use the Length, Width, and Hight.

It always comes out looking nice, and I feel you have more control over it.

Subject: Re: Making Terrain
Posted by cnc95fan on Thu, 15 Nov 2007 21:54:39 GMT
View Forum Message <> Reply to Message

Obviously you didn't read the tutorial properly.
Quote:
Go back to Gmax and check these fallowing Properties

Subject: Re: Making Terrain
Posted by R315r4z0r on Thu, 15 Nov 2007 23:28:46 GMT
View Forum Message <> Reply to Message

You should read ACK's tut on CnCden, I found it of a MUCH greater help than the map making tutorials on Renhelp. (No offence)

I used it when I started making maps like 3 years ago, and I still use some of the tips it gives.

View here: http://www.cncden.com/ren_map_tutorial.shtml

Subject: Re: Making Terrain
Posted by bat66wat6 on Fri, 16 Nov 2007 16:36:45 GMT
View Forum Message <> Reply to Message

Where do i put all the stuff from the BUILDINGS.zip i got from ft.westwood.com?

Subject: Re: Making Terrain
Posted by cnc95fan on Fri, 16 Nov 2007 17:47:14 GMT
View Forum Message <> Reply to Message

Are they models...? If you so must merge them with your terrain.

Subject: Re: Making Terrain
Posted by bat66wat6 on Fri, 16 Nov 2007 18:20:12 GMT
View Forum Message <> Reply to Message

Sorry i do not know, there are many 3

.tga
.w3d
&
gmax scenes

What do i do, i am so lost...

Subject: Re: Making Terrain
Posted by cnc95fan on Fri, 16 Nov 2007 18:35:40 GMT
View Forum Message <> Reply to Message

lol... merge the gmax scenes with terrain, but make sure you keep the tga's and dds's in the same dir.

Subject: Re: Making Terrain
Posted by bat66wat6 on Fri, 16 Nov 2007 20:08:10 GMT
View Forum Message <> Reply to Message

LOL, how do i merge?
Is it just a complicated word for Add to Terrain?

And i do not really know why i need all of these .tga textures!

I thought it'd just be a load of .w3d files or something.

Subject: Re: Making Terrain
Posted by cnc95fan on Fri, 16 Nov 2007 21:57:30 GMT
View Forum Message <> Reply to Message

File > Merge > select file you want to merge..

Subject: Re: Making Terrain

Posted by bat66wat6 on Fri, 16 Nov 2007 22:01:04 GMT

So let me try to sum it up

If/when i want to add a building into a map in RenX i go to File>Merge>Select file i wanna merge

And as for the BUILDINGS.zip i just get all the gmax scenes in one section and all the others in a different section...

Am i correct so far?

Subject: Re: Making Terrain
Posted by crazfulla on Sat, 17 Nov 2007 00:35:35 GMT

Put all the gmax scenes in your Gmax directory so they are easy to find when you want to merge them. Put the w3d's etc wherever you like.

File -> Merge yes in Gmax make your terrain and merge the buildings onto it then export to w3d and make it into a map in LE. Good luck

Subject: Re: Making Terrain
Posted by bat66wat6 on Sat, 17 Nov 2007 03:29:26 GMT

By "put all the gmax scenes in the gmax directory" do i have to put every single gmax scene in because there's about 500 of them!

Subject: Re: Making Terrain
Posted by cnc95fan on Sat, 17 Nov 2007 16:28:42 GMT

.... 500? Are you sure? There can't be more then 30 buildings in Renegade, do you mean animation slides?

Subject: Re: Making Terrain
Posted by R315r4z0r on Sat, 17 Nov 2007 16:50:42 GMT

In Gmax, this is where you put things like buildings and things in. In level edit, that is where you fix up the map with all the gameplay elements like PTs, Spawn points, ect.

Subject: Re: Making Terrain
Posted by cnc95fan on Sat, 17 Nov 2007 17:04:00 GMT
View Forum Message <> Reply to Message

maybe hes on about proxies...

Subject: Re: Making Terrain
Posted by bat66wat6 on Sat, 17 Nov 2007 17:58:34 GMT
View Forum Message <> Reply to Message

I mean that there is the Main folder e.g "Nod Airtower" in that there will be a folder then in that
folder a folder and in each of these folder's there can be 1-26 gmax scene's

Do i have to put all of these in?

Subject: Re: Making Terrain
Posted by R315r4z0r on Sat, 17 Nov 2007 18:02:25 GMT
View Forum Message <> Reply to Message

No, you just need to put in the one that ends in _ext or something.

However, I would say don't bother with those. Because it can be really confusing.

Go here: http://www.renhelp.net/index.php?load=Downloads&

Scroll down to "Useful Files"
Then download the "Buildings for RenX with Proxies"

That should solve all your problems. The good thing about these buildings is that the spawn
points and purchase terminals are ALREADY there, so no need to add them in level edit, thus
saving you lots of time.

Edit: one thing to take note of, the buildings in that download are made for flying maps. You could
always delete the Ramps, however.

Subject: Re: Making Terrain
Posted by bat66wat6 on Sat, 17 Nov 2007 22:57:22 GMT
View Forum Message <> Reply to Message

Okay. That's a will do. But just before i download it how do i delete the ramps?

Do i delete them in LE or RenX?

Subject: Re: Making Terrain
Posted by R315r4z0r on Sat, 17 Nov 2007 23:55:30 GMT

You can't delete them in Level edit. You delete them in Renx.

What ever you put in the map on Renx will show up in Level edit.

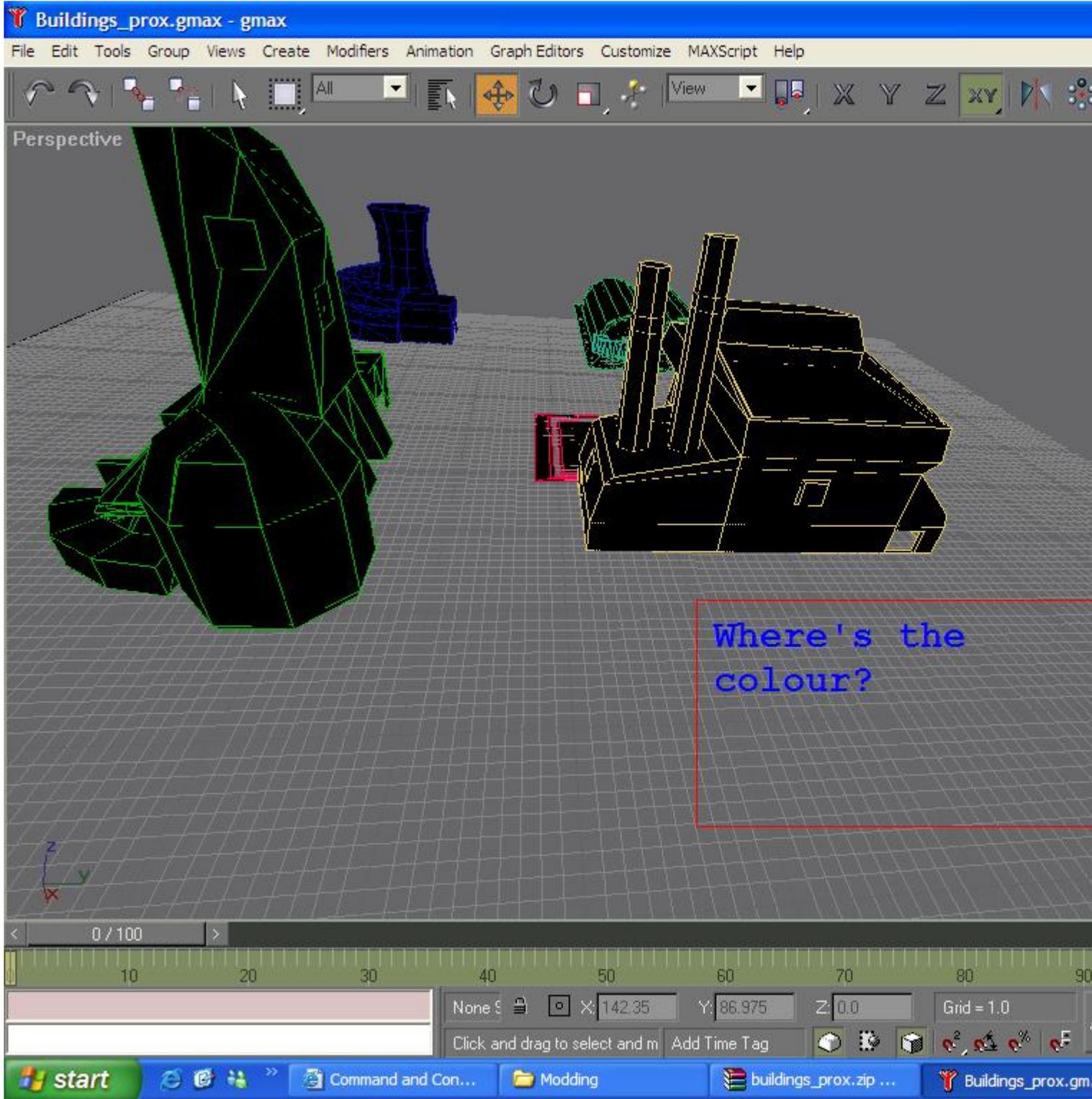Subject: Re: Making Terrain
Posted by bat66wat6 on Sun, 18 Nov 2007 02:33:42 GMT

Are the "BuildingsWithProxies" meant to look like this?

```
File Attachments
1) Buildings With Proxies in GMAX.JPG, downloaded 430 times
```

Perspective

Where's the colour?

Subject: Re: Making Terrain
Posted by jnz on Sun, 18 Nov 2007 02:46:01 GMT
View Forum Message <> Reply to Message

bat66wat6 wrote on Sun, 18 November 2007 02:33Are the "BuildingsWithProxies" meant to look like this?

Yes, they are. They will show up properly in LevelEdit.

Subject: Re: Making Terrain
Posted by bat66wat6 on Sun, 18 Nov 2007 04:03:03 GMT
View Forum Message <> Reply to Message

Right thanks...other than not knowing how to fully work with RenX and my lack of confidence that i can make a fully working map with no problems i am good to go

So, tommorow after having my Breakfast(Yummy...Shreddies)i am going to have my first REAL attempt at making a map

Wish me luck...i'll need it!

Subject: Re: Making Terrain
Posted by R315r4z0r on Sun, 18 Nov 2007 06:06:35 GMT
View Forum Message <> Reply to Message

From that screen shot your running, your using Gmax, not Renx.

Renx is an expansion for Gmax, you should of gotten it when you installed Level editor. You won't be able to make a renegade map without Renx.

Subject: Re: Making Terrain
Posted by bat66wat6 on Sun, 18 Nov 2007 14:28:07 GMT
View Forum Message <> Reply to Message

Yeah well...because it's a Gmax scene when i 2x click it opens in Gmax not RenX->

DOn't worry,i will be using RenX for my first attempt at a map->

Subject: Re: Making Terrain
Posted by crazfulla on Sun, 18 Nov 2007 14:46:23 GMT
View Forum Message <> Reply to Message

Set the program default to the RenX gamepack instead of normal Gmax. (if thats possible, I just have renx pinned to start menu then File -> Open)

Subject: Re: Making Terrain
Posted by bat66wat6 on Wed, 21 Nov 2007 18:33:52 GMT
View Forum Message <> Reply to Message

Off topic but. I got banned from Duke-Gaming Marathon for n00b when i've played Renegade for 3 years!

What a load of dicks. HAHA, when/if one of them joins my server i'll ban em for "DICK HEAD n00bs!"

lol, xD

Subject: Re: Making Terrain
Posted by crazfulla on Wed, 21 Nov 2007 18:38:11 GMT
View Forum Message <> Reply to Message

DG are a bunch of asshats, pay no attention to them.

Subject: Re: Making Terrain
Posted by Scrin on Wed, 21 Nov 2007 19:29:58 GMT
View Forum Message <> Reply to Message

bat66wat6 wrote on Wed, 14 November 2007 18:00The Scrin have come to harvest there new World

...
yeah
 G?ood G!ame

Subject: Re: Making Terrain
Posted by bat66wat6 on Wed, 21 Nov 2007 20:08:37 GMT
View Forum Message <> Reply to Message

Off topic again. lol,

The Russion language is one of the most complicated i think. Aside from Chinese and Japanese as there are no letters as such but just symbols that represent letters-.>

Otherwise Russia and China are totally cool. Maybe i go to one of the country's one day->

Subject: Re: Making Terrain
Posted by Scrin on Wed, 21 Nov 2007 22:01:50 GMT

bat66wat6 wrote on Wed, 21 November 2007 14:08Off topic again. lol,

The Russion language is one of the most complicated i think. Aside from Chinese and Japanese as there are no letters as such but just symbols that represent letters-.>

Otherwise Russia and China are totally cool. Maybe i go to one of the country's one day->

lol nice

Subject: Re: Making Terrain
Posted by bat66wat6 on Thu, 22 Nov 2007 16:42:01 GMT

Back on Topic now

But when i make a Editable Mesh e.g terrain
And change it to UVW mapping i think. It gives me loads of those dots that i can play with to shape terrain.

But what if i want more of them? So i can further shape it to my likings. Becayse my terrain seems blocky all the time.
How do i get more little dots on my terrain in RenX?