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Subject: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [cpjok](#) on Sat, 01 Dec 2007 04:16:33 GMT

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like on lightwave\_koth were all in one big building anyone know where i kan get one from

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [Oblivion165](#) on Sat, 01 Dec 2007 11:33:58 GMT

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Waaaay too many threads.

Just make one topic and ask all your questions in there, no need to make a new thread every single time you have a single question to ask.

As for the building, nothing I know of.

#### File Attachments

1) [Clipboard03.jpg](#), downloaded 583 times

|   |  |                                  |
|---|--|----------------------------------|
|  | ↓ <a href="#">Death Zone</a>   | By: <a href="#">ATdrag0</a>      |
|  | ↓ <a href="#">How Do I Change/Set The Weather Like To Snow Or Storm ECT</a>          | By: <a href="#">cpjok</a>        |
|  | ↓ <a href="#">why dose this always happen</a>  | By: <a href="#">cpjok</a>        |
|  | <a href="#">Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map</a> | By: <a href="#">cpjok</a>        |
|  | ↓ <a href="#">DarkBot V1.0</a><br>Addon for Nighregulator.                           | By: <a href="#">wittebo</a>      |
|  | ↓ <a href="#">FDS MODDING</a> ( <a href="#">1</a> <a href="#">2</a> )                | By: <a href="#">bat66wat</a>     |
|  | ↓ <a href="#">Rotatable MRLS</a> ( <a href="#">1</a> <a href="#">2</a> )             | By: <a href="#">bat66wat</a>     |
|  | ↓ <a href="#">Misson maps</a>  | By: <a href="#">{SB}Lone0001</a> |
|  | ↓ <a href="#">renX help</a>  | By: <a href="#">cpjok</a>        |

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A

DM Map

Posted by [crazfulla](#) on Sat, 01 Dec 2007 12:24:24 GMT

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Buildings aren't hard to make. Just start making squares and cylinders and shit then cut holes in them with boorleen. Or something, I'm sure there are other ways as well. Experimentation is the key, just play around til you get something you like.

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [cpjok](#) on Sat, 01 Dec 2007 15:55:12 GMT

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k sorry for all the threads then when i have differant question i will edit thread name and add other rtyhing

and i carnt make buildings dont know how to do stairs or holes

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [Jerad2142](#) on Sat, 01 Dec 2007 17:50:47 GMT

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Oblivion165 wrote on Sat, 01 December 2007 04:33Waaaay too many threads.

Just make one topic and ask all your questions in there, no need to make a new thread every single time you have a single question to ask.

As for the building, nothing I know of.

What? Don't be silly oblivion, then I wouldn't get as many points added to my post count.

cpjok wrote on Sat, 01 December 2007 08:55k sorry for all the threads then when i have differant question i will edit thread name and add other rtyhing

and i carnt make buildings dont know how to do stairs or holes

Use the boolean tool in RenX, I also suggest adding it to the tool bar as it is used a lot.

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [cpjok](#) on Sat, 01 Dec 2007 18:18:09 GMT

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ok how do i add that tool to toolbar and were is in in renX

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [cpjok](#) on Sat, 01 Dec 2007 18:27:21 GMT

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ok i got the tool on toolbar now how do i use it what do i do with it

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [Jerad2142](#) on Sat, 01 Dec 2007 18:31:52 GMT

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Basically, you select an object and then you click the boolean button, then click "Pick Operand B" and then select an object that is inside or intersects the current object, the first object will hollow out around the second one.

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [cnc95fan](#) on Sat, 01 Dec 2007 20:33:42 GMT

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Stop double posting FFS!!! Use the edit button.

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [cpjok](#) on Sat, 01 Dec 2007 22:25:42 GMT

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it sound very hard to do

and no i will not stop double posting if i dont want to just f\*\*k off

if you keep saying that im gonna make 20 post with S in it only

then make loads of threads so f off

anyway so Jerad2142 i dot know what you mean is there a tutorial on it at all

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [Ethenal](#) on Sat, 01 Dec 2007 23:56:56 GMT

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cpjok wrote on Sat, 01 December 2007 16:25it sound very hard to do

and no i will not stop double posting if i dont want to just f\*\*k off

if you keep saying that im gonna make20 post with S in it only

then make loads of threads so f off

anyway so jerad gray i dot know what you mean is there a tutorial on it at all

If you keep double posting then I'm sure a moderator will be happy to delete your posts? Don't be a dick.

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [cpjok](#) on Sun, 02 Dec 2007 00:47:31 GMT

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f off i dont care i want it deleted as i have too many threads

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [Oblivion165](#) on Sun, 02 Dec 2007 04:16:09 GMT

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Gah where are my moderator abilities?

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Subject: Re: Dose Anyone Know Were I Kan Get A Very Big Building To Make A DM Map

Posted by [cpjok](#) on Sun, 02 Dec 2007 05:57:59 GMT

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k but like i said i do not have a edit button

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