
Subject: createing a ob in LE

Posted by [WaYdrunk](#) on Thu, 10 Jan 2008 22:12:09 GMT

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hi i can create a pt n a mt n a tv for the ob i can get the blue house thingy and the red thing on top but i cant seem to make the shell of the ob (the outside the main ob bit)

i was wondering if sum1 has a real dumb walk through for me as i aint the most clever person in the world lol

p.s iam just starting out in this lol

(editing islands adding a ob and agt)

Subject: Re: createing a ob in LE

Posted by [cnc95fan](#) on Thu, 10 Jan 2008 22:13:44 GMT

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What? WTF is a "ob"? I'de help you if I knew wtf..

Subject: Re: createing a ob in LE

Posted by [Veyrdite](#) on Thu, 10 Jan 2008 22:15:02 GMT

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The exterior is done in Renx. There is no aggregate (as far as a know) for it.

EDIT: ob=Obelisk

Please no messenger word-shortening

Subject: Re: createing a ob in LE

Posted by [cnc95fan](#) on Thu, 10 Jan 2008 22:24:00 GMT

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I've noticed smoke emmiters from the Obelisk after 25% damage..

Subject: Re: createing a ob in LE

Posted by [Canadacdn](#) on Thu, 10 Jan 2008 22:34:04 GMT

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L33tTech wrote on Thu, 10 January 2008 16:12 Hello good posters of Renforums. I seem to have a problem with the Level Edit editing system. I am able to create a purchase terminal and a Master Control Terminal and am able to correctly place the building controller but I cannot seem to create the outer part of the Obelisk of Light. I ask you if anyone would have an easy-to-follow walkthrough to help me solve this problem. P.S: I am only just getting started in the world of Renegade modding.

(By the way, I am asking for your assistance so that I may modify the C&C_Islands.mix map and add an Advanced Guard Tower and Obelisk of Light.

TRANSLATED FOR AN EASIER READ!

Subject: Re: createing a ob in LE
Posted by [cnc95fan](#) on Thu, 10 Jan 2008 22:39:41 GMT
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Canadacdn wrote on Thu, 10 January 2008 16:34L33tTech wrote on Thu, 10 January 2008 16:12
Hello good posters of Renforums. I seem to have a problem with the Level Edit editing system. I am able to create a purchase terminal and a Master Control Terminal and am able to correctly place the building controller but I cannot seem to create the outer structure of the Obelisk of Light. I ask you if anyone would have an easy-to-follow walkthrough to help me get started in the world of Renegade modding.

TRANSLATED FOR AN EASIER READ!

ROFL. His original post reminded me somewhat of a IDS_STRING_NAME
Canadacdn changed that to the English translation version.

- 1) Load the exterior of the obelisk to your map
- 2) Apply the Tiles > Building Aggregates -Multiplayer > Nod Obelisk.
- 3) Make sure the proxies are included in the model.

Subject: Re: createing a ob in LE
Posted by [Veyrdite](#) on Fri, 11 Jan 2008 03:16:19 GMT
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cnc95fan wrote on Fri, 11 January 2008 09:39Canadacdn wrote on Thu, 10 January 2008
16:34L33tTech wrote on Thu, 10 January 2008 16:12 Hello good posters of Renforums. I seem to have a problem with the Level Edit editing system. I am able to create a purchase terminal and a Master Control Terminal and am able to correctly place the building controller but I cannot seem to create the outer structure of the Obelisk of Light. I ask you if anyone would have an easy-to-follow walkthrough to help me get started in the world of Renegade modding.

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- 1) Load the exterior of the obelisk to your map
 - 2) Apply the Tiles > Building Aggregates -Multiplayer > Nod Obelisk.
 - 3) Make sure the proxies are included in the model.
- I believe that is what he is asking to do (without Renx)
-

Subject: Re: createing a ob in LE
Posted by [WaYdrunk](#) on Fri, 11 Jan 2008 10:01:02 GMT
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thanks for your help guys and iam sorry for abbreviating
if i cant figure it out i will give you all a shout back

Subject: Re: createing a ob in LE
Posted by [WaYdrunk](#) on Fri, 11 Jan 2008 10:14:49 GMT
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hmmm this ,might sound like a stupid question to all people that can mod maps but how do i load
the exterior?
i know how to load the purchase terminal etc everything but the exterior

Subject: Re: createing a ob in LE
Posted by [mr£ÄŞÄ-z](#) on Fri, 11 Jan 2008 11:35:35 GMT
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change a model of a preset...

Modelname is: enc_nobl.w3d

Subject: Re: createing a ob in LE
Posted by [cnc95fan](#) on Fri, 11 Jan 2008 17:11:59 GMT
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..... Download the buildings pack from the westwood FTP

Subject: Re: createing a ob in LE
Posted by [WaYdrunk](#) on Fri, 11 Jan 2008 21:34:58 GMT
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done that i have come to the decision that i will not carry on trying to learn this crap as i cant

bloody well do it lol i cant even add a damn samsite

i need a idiot profe tut

Subject: Re: createing a ob in LE
Posted by [Veyrdite](#) on Fri, 11 Jan 2008 22:53:22 GMT
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L33tTech wrote on Sat, 12 January 2008 08:34done that i have come to the decision that i will not carry on trying to learn this crap as i cant bloody well do it lol i cant even add a damn samsite

i need a idiot profe tut

Quote: I believe that trying to learn this is very difficult, so I will have to do without it. Although I can't even really get a sam-site to work. Can someone please post an easy-to-follow tutorial?

Subject: Re: createing a ob in LE
Posted by [renalpha](#) on Fri, 11 Jan 2008 23:30:17 GMT
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learn from renhelp
people call me an idiot and i can pretty decent map

Subject: Re: createing a ob in LE
Posted by [WaYdrunk](#) on Sat, 12 Jan 2008 00:24:22 GMT
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i tried off ren help but what it says there i try n i get no where
