
Subject: Model Request

Posted by [The Executor](#) on Thu, 28 Feb 2008 15:32:04 GMT

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Is there a file somewhere that contains all of the singleplayer exteriors and interiors to all buildings?

Subject: Re: Model Request

Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 16:35:45 GMT

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yeah somewhere on renhelp at downloads section

Subject: Re: Model Request

Posted by [The Executor](#) on Thu, 28 Feb 2008 16:48:07 GMT

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not there

Subject: Re: Model Request

Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 17:32:35 GMT

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next to the download section -- 'Renegade Models' alot stuff you can find there

<http://renhelp.net/index.php?mod=Models>

Subject: Re: Model Request

Posted by [mrÅ£Ä\\$Ä-z](#) on Thu, 28 Feb 2008 17:46:00 GMT

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GDI Buildings:

ENC_GWEP -> GDI WF

ENC_GREF -> GDI REF

ENC_GPWR -> GDI PowerPlant

ENC_GAGD -> GDI AGT

ENC_GBAR -> GDI Barracks

ENC_GCON -> GDI CY

Nod Buildings:

ENC_NHND -> Nod Hand of Nod

ENC_NATR -> Nod Airstrip

ENC_NOBL -> Nod Obelisk
ENC_NREF -> Nod REF
ENC_NPWR -> Nod PowerPlant
ENC_NCON -> Nod CY
ENC_NSIL -> Nod Silo
ENC_NHEL -> Nod Helipad
ENC_NSHN -> Nod Temple of Nod

Subject: Re: Model Request
Posted by [The Executor](#) on Thu, 28 Feb 2008 17:49:52 GMT
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yes but the problem is alot of thoes interiors are bigger than the actual exterior. So it is smaller.

Subject: Re: Model Request
Posted by [mr£ÄŞÄ-z](#) on Thu, 28 Feb 2008 17:53:26 GMT
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No, they not! i can send you a example map.idd (serverside) if you want. You need to look from all perspectives. What are you trying to do?

Subject: Re: Model Request
Posted by [The Executor](#) on Thu, 28 Feb 2008 18:16:55 GMT
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No I tried to get it to work I made the single player CY interior and then I used the model enc_ncy (the exterior for the CY) and the conyard exterior does not match up with the interior the interior is much bigger than the exterior.

Subject: Re: Model Request
Posted by [Reaver11](#) on Thu, 28 Feb 2008 18:56:05 GMT
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MSwindows wrote on Thu, 28 February 2008 12:16No I tried to get it to work I made the single player CY interior and then I used the model enc_ncy (the exterior for the CY) and the conyard exterior does not match up with the interior the interior is much bigger than the exterior.

Are you doing this in Leveledit?

Subject: Re: Model Request

Posted by [The Executor](#) on Thu, 28 Feb 2008 19:58:54 GMT

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Yes

Subject: Re: Model Request

Posted by [Reaver11](#) on Thu, 28 Feb 2008 23:22:18 GMT

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MSwindows wrote on Thu, 28 February 2008 14:58Yes

Well you should never do this in leveledit. If you do it will all end up at 0.0.0

That is where a created terrain goes to it will be centered to the 0.0.0 point.

You must use Renx and just open up the main building.

For example -> mncon_ext.gmax

If you want to have a different interiors in it that would fit instantly the you can only pic out of two
-> the gdi and nod.

If you want to add any other interior it will fail because of the size.

Building work should always be done in Renx (except if you only want to add an elevator or a nice light bulb)

Subject: Re: Model Request

Posted by [Gen_Blacky](#) on Thu, 28 Feb 2008 23:51:27 GMT

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What reaver said

Subject: Re: Model Request

Posted by [The Executor](#) on Fri, 29 Feb 2008 13:39:39 GMT

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Great lamo nice help^^ NO I wasn trying to make the building so if you were making a heighfield map then you could drag the building around and place them where you wanted. If I was making a map with buildings in RenX then I could easily because I know how. Except I want to do this with LE instead. See what I mean?

You export the building in renx then drag it around to put it where you want.

What is the link to the ftp WW thing?

Subject: Re: Model Request

Posted by [Goztow](#) on Fri, 29 Feb 2008 14:20:17 GMT

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ftp.westwood.com

Subject: Re: Model Request

Posted by [Jerad2142](#) on Fri, 29 Feb 2008 15:49:19 GMT

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MSwindows wrote on Fri, 29 February 2008 06:39: Great lamo nice help^ NO I was trying to make the building so if you were making a heighfield map then you could drag the building around and place them where you wanted. If I was making a map with buildings in RenX then I could easily because I know how. Except I want to do this with LE instead. See what I mean?

You export the building in renx then drag it around to put it where you want.

What is the link to the ftp WW thing?

At one point in time it actually went to Westwood's homepage. Then about a year after EA absorbed Westwood they just turned it into a link to a C&C page.

Subject: Re: Model Request

Posted by [The Executor](#) on Fri, 29 Feb 2008 17:08:29 GMT

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I know I was talking about the ftp thing

My brother dosen't always leave me in the dark.

Subject: Re: Model Request

Posted by [Veyrdite](#) on Sat, 01 Mar 2008 23:08:55 GMT

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Do you have to substitute the .com with a .net for the WW site?

Subject: Re: Model Request

Posted by [Reaver11](#) on Sun, 02 Mar 2008 11:17:29 GMT

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MSwindows wrote on Fri, 29 February 2008 07:39Great lamo nice help^ NO I was trying to make the building so if you were making a heighfield map then you could drag the building around and place them where you wanted. If I was making a map with buildings in RenX then I could easily because I know how. Except I want to do this with LE instead. See what I mean?

You export the building in renx then drag it around to put it where you want.

What is the ling to the ftp WW thing?

Just read renhelp for one time->

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=16>

enc_ncy (the exterior for the CY) that is the multiplayer conyard
So the single player interiors would never fit -.-

Subject: Re: Model Request

Posted by [The Executor](#) on Mon, 03 Mar 2008 17:02:31 GMT

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I did but I was aiming for building that you can drag around in LE.

Subject: Re: Model Request

Posted by [Reaver11](#) on Mon, 03 Mar 2008 23:58:55 GMT

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MSwindows wrote on Mon, 03 March 2008 11:02I did but I was aiming for building that you can drag around in LE.

I tried that too, as a leveltile it wont work because I cant load up aggregates even the building controller wont work.

As terrain well you can only select it.

Subject: Re: Model Request

Posted by [The Executor](#) on Tue, 04 Mar 2008 18:58:17 GMT

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That is why you go to Instances and then drag the interior then drag the exterior around also.
