
Subject: Need help for making new vehicles
Posted by [Slammer59](#) on Sun, 10 Aug 2008 11:56:16 GMT
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Hai Renegade lovers,

Ik need help for (re)making new vehicles, i was planning to add new vehicles by edit the existing ones, this what i had in plan to make:

-Repair APC both for nod and gdi, with leftmousebutton you can shoot as usual, but with rightmousebutton you can repair with repair-strength off about 3 techs.

Good for repairing building and exelent for disarming beacons and for tanksupport. cost about 800 credits

-Advanched nod artillery with two barrels with faster firepower, longer range, more health, less vulnerable for snipers and if i can make it, with rightmoudebutton you can deploy it which give you 200% health but you are a sitting duck. cost about 1000 credits

-Juggernaut-Mammothtank:

Mammoth tank with 3 barrels with faster firepower and longer range, cost about 1800 credits

Ive already used Gmax for making signals for Microsoft Trainsimulator, so i think i know how gmax works.

QUESTIONS:

-Ive already found the gmax model of the mammothtank but not the skins, where can i find the skins?

-Where can i find the gmax model and skins of the nod artillery and both apc's?

-are there docs how to make/edit vehicles?

-are new vihicles bound to a map?

Many thanks for your help,

greetz from Dereck the Netherlands

Subject: Re: Need help for making new vehicles
Posted by [Lone0001](#) on Sun, 10 Aug 2008 16:49:52 GMT
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<http://renhelp.net/index.php?mod=Tutorials> < there's a whole section about vehicles there.

Subject: Re: Need help for making new vehicles
Posted by [LR01](#) on Sun, 10 Aug 2008 17:33:51 GMT
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I don't believe WW released all the vehs, so I don't think you can get every model with skin

Subject: Re: Need help for making new vehicles
Posted by [rhuarc](#) on Mon, 11 Aug 2008 06:46:25 GMT
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LR01 wrote on Sun, 10 August 2008 12:33I don't believe WW released all the vehs, so I don't think you can get every model with skin

can import the w3d into gmax tbh..

Subject: Re: Need help for making new vehicles
Posted by [Slammer59](#) on Mon, 11 Aug 2008 16:42:29 GMT
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Hello Renegade lovers,

I got problems to get the w3d importer for gmax to work, i dont have a import button, i got the importer from here:

<http://www.renhelp.net/index.php?load=Downloads&>
Is this not for gmax 1.2?

Does anyone know the solution?

greetz from Dereck

Subject: Re: Need help for making new vehicles
Posted by [mr£\\$Ä-z](#) on Mon, 11 Aug 2008 16:55:27 GMT
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the bone tutorial sucks we need one for 3ds max

Subject: Re: Need help for making new vehicles
Posted by [Gen_Blacky](#) on Tue, 12 Aug 2008 04:04:16 GMT
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the vehicle bone tut tells you everything you need to know besides wwskin. someone post a tut on how to wwskin a vehicles wheels

Subject: Re: Need help for making new vehicles
Posted by [LR01](#) on Tue, 12 Aug 2008 08:34:39 GMT
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rhurc wrote on Mon, 11 August 2008 08:46LR01 wrote on Sun, 10 August 2008 12:33I don't believe WW released all the vehs, so I don't think you can get every model with skin

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yes, and you can get the texture to, but you can't get the UVW unwrap data

Subject: Re: Need help for making new vehicles
Posted by [Slammer59](#) on Tue, 12 Aug 2008 18:15:12 GMT
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LR01 wrote on Tue, 12 August 2008 10:34rhurc wrote on Mon, 11 August 2008 08:46LR01 wrote on Sun, 10 August 2008 12:33I don't believe WW released all the vehs, so I don't think you can get every model with skin

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yes, and you can get the texture to, but you can't get the UVW unwrap data

Yes, thats my next problem to solve:

- i managed to convert the w3d original models into gmax but not the textures (skins), how do i solve that?

ive also found all textures in allways.dat but they are in the *.dds format, how do i convert the textures into tga format??

anyone??

thanks in advance

Subject: Re: Need help for making new vehicles
Posted by [Omar007](#) on Tue, 12 Aug 2008 18:52:40 GMT
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Slammer59 wrote on Tue, 12 August 2008 20:15Yes, thats my next problem to solve:

- i managed to convert the w3d original models into gmax but not the textures (skins), how do i solve that?

ive also found all textures in allways.dat but they are in the *.dds format, how do i convert the textures into tga format??

anyone??

thanks in advance

To use the textures: Simply put the textures in the same place as the W3D or GMAX file.

To convert the *.dds to *.tga i should use DDS Converter 2 or IrfanView or download a DDS plugin for Photoshop (don't actually know if that works both ways (read/save or only save))
