Subject: Doors to maps
Posted by Altzan on Mon, 22 Dec 2008 02:56:24 GMT
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I have a .gmax file of part of a level I'm making (deathmatch, no buildings). I have a W3D and .gmax of a working door I made. My question is: how do I put those doors in the map? Should I merge the gmax door into the level, or should I manually add each door in leveledit?

Subject: Re: Doors to maps
Posted by GEORGE ZIMMER on Mon, 22 Dec 2008 04:01:12 GMT
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You'd need to make the preset in LE anyways. Besides, it's easier to adjust unless you feel like doing all the exact math and finding out the positions then placing the proper things in .gmax.

http://renhelp.net/index.php?mod=Tutorials&action=view&id=5

and for placing in gmax:

http://renhelp.net/index.php?mod=Tutorials&action=view&id=18

Subject: Re: Doors to maps
Posted by Altzan on Mon, 22 Dec 2008 04:19:51 GMT
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would that second tutorial help to place my doors EXACTLY where they go? it's very precise, a hexagon-shaped door and hexagon-shaped hole in the wall where it goes.

Thanks for the reply, by the way.

Subject: Re: Doors to maps
Posted by Veyrdite on Mon, 22 Dec 2008 05:35:28 GMT
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Double click on the door instance on your map. Now go to the last tab of its properties, and manually set its position.

Subject: Re: Doors to maps
Posted by Altzan on Mon, 22 Dec 2008 06:01:46 GMT
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Dthdealer wrote on Sun, 21 December 2008 23:35Double click on the door instance on your map.

Now go to the last tab of its properties, and manually set its position.

In LE? Ok, that makes sense, thanks