Subject: Buildings in Level Edit
Posted by [EE]fire-blaze on Sun, 22 Feb 2009 19:25:55 GMT
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Hello,

I have been working on a few Co-Op maps for my clans Co-Op server,
However I have ran into an issue...   The problem is..
I can get everything to work except buildings, in Level Edit I cannot find a building outside texture?
Here is what I need for these maps: The outside of buildings, it matters less if I can enter them.
And they need to be damageable. I tried Gmax but the issue here is.... I have found buildings for
Gmax, but there are no import options for my .mix or .lvl renegade map from Level Edit.
How do I get buildings onto my map?

Thanks, and have a nice day.

[EE]fire-blaze

Subject: Re: Buildings in Level Edit
Posted by danpaul88 on Sun, 22 Feb 2009 21:06:21 GMT
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You add buildings in RenX, not LevelEdit. The exteriors are part of the physical terrain of the map.

Subject: Re: Buildings in Level Edit
Posted by [EE]fire-blaze on Sun, 22 Feb 2009 22:17:50 GMT
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Yes, But how do I get the exteriors? I am having issues physically adding them to my map.

Subject: Re: Buildings in Level Edit
Posted by danpaul88 on Sun, 22 Feb 2009 22:54:50 GMT
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You open RenX and import the .gmax file for the appropriate building(s), position them where you
want them (making sure to join up the terrain to the edges of the building) and then export the
map as normal.

Subject: Re: Buildings in Level Edit
Posted by [EE]fire-blaze on Sun, 22 Feb 2009 23:20:31 GMT
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Okay, so a few more questions..
I thought I had the buildings but I am wrong
Link if you can, unless I find them before then..
Also.. my map was made inside of Level Edit using the hightfeild editor. How do I import it into
Gmax to place the buildings?

Thanks and sorry for the (probably) very stupid questions.
I'm clueless

Subject: Re: Buildings in Level Edit
Posted by danpaul88 on Mon, 23 Feb 2009 08:19:38 GMT
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I am not sure you can add buildings to a heightfield map, since they have to be placed in RenX
and not LE. You can get a similar effect to a heightfield map by creating a plane in RenX and
setting it to have something like;

Width: 250
Height: 250
Segments (X): 25
Segments (Y): 25

(I don't recall the actual name given for the two segment options inside RenX, but it should be
something similar). Then just click on Z in the toolbar at the top to lock it to editing height of
verticies only.

There are lots of tutorials on renhelp.net about creating maps, either using heightfields or using
RenX. Have a look through them and see what suits you.

http://www.renhelp.net/index.php?mod=Tutorials

There was one that showed how to do buildings with heightfield maps, but unfortunatly all the
image links seem to be broken on that one... typical eh?

Subject: Re: Buildings in Level Edit
Posted by [EE]fire-blaze on Wed, 25 Feb 2009 04:47:22 GMT
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Yes I saw that one, was hoping someone else may have a suggestion.. otherwise back to re
creating my map T_T...

Well, thanks.

Subject: Re: Buildings in Level Edit
Posted by Rolandvz on Mon, 01 Jun 2009 22:32:53 GMT
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How do you make maps? sorry Im new at this stuff

Subject: Re: Buildings in Level Edit
Posted by Lone0001 on Mon, 01 Jun 2009 23:46:27 GMT
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http://renhelp.net/index.php?mod=Tutorials&action=view&id=22

Look around the forum before you post a question, the question you have asked could have been answered easily by looking in the "Mod Forum".