Subject: best mines
Posted by JsxKeule on Thu, 05 Mar 2009 21:06:48 GMT
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i made some mines
and added some flash lights but they really wont work wtf i make wrong

File Attachments

1) mines.JPG, downloaded 490 times

JsxKeule
E
200
100

Subject: Re: best mines
Posted by cnc95fan on Thu, 05 Mar 2009 21:08:32 GMT
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The texture needs to go into your data folder aswell

Subject: Re: best mines
Posted by mrÃ£Ã§Ä·z on Thu, 05 Mar 2009 21:14:11 GMT
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That are big mines

Subject: Re: best mines
Posted by JsxKeule on Thu, 05 Mar 2009 21:18:32 GMT
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i watched a tutorial on renhelp and followed every step
and when i open the proxy w3d file there is just a plane in gmax
when i open the light after export it is just a normal plain too

Subject: Re: best mines
Posted by ErroR on Thu, 05 Mar 2009 21:30:15 GMT
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sounds like u didn't add w3d settings

Subject: Re: best mines
Posted by JsxKeule on Thu, 05 Mar 2009 21:33:39 GMT
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i made all the things like in this tutorial

http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=137

Subject: Re: best mines
Posted by Gen_Blacky on Thu, 05 Mar 2009 21:54:13 GMT
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that just for lights , your trying to make a light a mine lol

Subject: Re: best mines
Posted by JsxKeule on Fri, 06 Mar 2009 05:23:22 GMT
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what i must do for it?
open the mine file in renx and add the plane on it?
but when i open the plane of the light it is just a plane

Subject: Re: best mines
Posted by cnc95fan on Fri, 06 Mar 2009 09:15:05 GMT
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Wait a sec, you have the nerve to ask us a stupid question and then say you won't release it?

Subject: Re: best mines
Posted by Di3HardNL on Fri, 06 Mar 2009 10:14:36 GMT
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you also need the model w_c4-p.w3d That is the model for the proximinity

in that tutorial there is also a gmax scene, use that as sample

Subject: Re: best mines
Posted by JsxKeule on Fri, 06 Mar 2009 12:38:00 GMT
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cnc95fan wrote on Fri, 06 March 2009 03:15Wait a sec, you have the nerve to ask us a stupid question and then say you won't release it?

i wont release the "westwood" mines maybe i release the finish mines

Subject: Re: best mines
Posted by b00tz92 on Fri, 06 Mar 2009 14:04:50 GMT
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no being like Scrin or everyone will hate you keule.

Subject: Re: best mines
Posted by ErroR on Fri, 06 Mar 2009 14:15:44 GMT

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heh, he meant this like a joke, because his mines don't work, don't u get it

Subject: Re: best mines
Posted by Killgeak on Fri, 06 Mar 2009 15:13:10 GMT
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ErroR wrote on Fri, 06 March 2009 08:15heh, he meant this like a joke, because his mines don't work, don't u get it
or he means that scrin made shiny cheat mines too

Subject: Re: best mines
Posted by JsxKeule on Fri, 06 Mar 2009 15:20:37 GMT
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i mean that i wont release the fukin error mines
and when its finished i will maybe release it
and i will never be so good like scrin

Subject: Re: best mines
Posted by Killgeak on Fri, 06 Mar 2009 15:51:14 GMT
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all scrin does is take other people their work and put a scrin sticker on it and you plan to release youre skins so thats good too

Subject: Re: best mines
Posted by JsxKeule on Fri, 06 Mar 2009 19:30:12 GMT
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hmm i dont think that scrin use other peoples skins
or tell me where i can get them without "scrin sticker"

Subject: Re: best mines
Posted by cnc95fan on Fri, 06 Mar 2009 20:39:40 GMT
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JsxKeule wrote on Fri, 06 March 2009 09:20i mean
and i will never be so good like scrin

Lies.
Try and do what Scrin does, but make sure it does not burn peoples' retinas when looking at them.