
Subject: Making a Map and needs helps

Posted by [trunkskgb](#) on Tue, 06 Oct 2009 16:50:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm a long time player, but newbie map designer. I know this game is old...but it's still fun.

Anyway, I'm running into a lot problems. The most frequent one is my Level Edit keeps crashing either when I'm trying to add the spawn points, or when I'm importing my work from RenX.

Here's my list of questions.

I'm using RenX first, doing some ground work, adding buildings, then exporting to Level Edit. Is that right?

Which one do you add your building files too? RenX? Or in Level Edit?

In RenX, how to raise the edges of the map straight UP, instead of at a huge 30 degree angle? The tutorials keep mention Extrude, but it's always shaded grey for me.

There are so many tutorials that are for beginners, and the video ones that explain a lot or HARD to see.

Can anyone provide some advice here?

Subject: Re: Making a Map and needs helps

Posted by [Altzan](#) on Tue, 06 Oct 2009 17:19:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

I can add a little.

I'm using RenX first, doing some ground work, adding buildings, then exporting to Level Edit. Is that right?

Yes. Physical attributes (including buildings) are added in RenX.

Which one do you add your building files too? RenX? Or in Level Edit?

Physical buildings are added in RenX, the building controllers in LE.

In RenX, how to raise the edges of the map straight UP, instead of at a huge 30 degree angle? The tutorials keep mention Extrude, but it's always shaded grey for me.

For me, holding shift as I drag an edge extrudes it.

Subject: Re: Making a Map and needs helps

Posted by [Jerad2142](#) on Tue, 06 Oct 2009 18:10:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

trunkskgb wrote on Tue, 06 October 2009 10:50Anyway, I'm running into a lot problems. The most frequent one is my Level Edit keeps crashing either when I'm trying to add the spawn points, or when I'm importing my work from RenX.

What are you spawning with those spawn points (certain 3d models were not reassigned correctly in level editor after the ren patch (well they were assigned correctly but Ren doesn't open the always2.dbs file so it crashes).).

Subject: Re: Making a Map and needs helps

Posted by [trunkskgb](#) on Tue, 06 Oct 2009 18:55:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Tue, 06 October 2009 14:10trunkskgb wrote on Tue, 06 October 2009 10:50Anyway, I'm running into a lot problems. The most frequent one is my Level Edit keeps crashing either when I'm trying to add the spawn points, or when I'm importing my work from RenX.

What are you spawning with those spawn points (certain 3d models were not reassigned correctly in level editor after the ren patch (well they were assigned correctly but Ren doesn't open the always2.dbs file so it crashes).).

It crashes when I click to make the GDI or NOD spawn. I already have the option "Drop to Ground" clicked so they are not floating.

Either one of two things happen, they are created and I cant see them. Or it crashes will adding them.

According the to tutorial screenies, when you make a spawn point, you should see an GDI or NOD soldier with their arms spread out.

Subject: Re: Making a Map and needs helps

Posted by [Jerad2142](#) on Wed, 07 Oct 2009 16:17:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are you using the first decade, or did you change the 3d models of the default soldiers?

Subject: Re: Making a Map and needs helps

Posted by [trunkskgb](#) on Wed, 07 Oct 2009 18:43:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, I'm not using TFD.

All I did was just install the editors. I didn't change anything like that.

Subject: Re: Making a Map and needs helps

Posted by [Jerad2142](#) on Wed, 07 Oct 2009 19:09:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Get us a screen shot of level editor running, have the spawner preset selected but don't place it yet. This may help us see something we are overlooking.

Subject: Re: Making a Map and needs helps

Posted by [trunkskgb](#) on Mon, 16 Nov 2009 18:22:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

It will take me some time to get a screen shot uploaded. Now, my level editor freezes and crashes every time I attempt to "add" and "make" my mod into the Terrain tab in the level editor.

Subject: Re: Making a Map and needs helps

Posted by [Distrbd21](#) on Tue, 17 Nov 2009 07:10:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can get a free trial of 3ds max 8 from here

<http://www.pokemonca.net/rh/downloads/3dsmax8.zip> No its not a torrent its fRom renhelp.net.

And here is the w3d exporter to you don't have to save it as 3ds file then import it into renx.

http://www.pokemonca.net/rh/downloads/W3D_Exporter.zip

Note: If you are getting an error on Max2W3d.dle then install this DirectX Update

http://www.pokemonca.net/rh/downloads/directx_feb2007_redist.exe

Also here is a good video Tut on making a map in there that is done very nicely.

<http://www.pokemonca.net/rh/uploaded/perma/3dsmap/MapTut.swf>

Subject: Re: Making a Map and needs helps

Posted by [Veyrdite](#) on Tue, 17 Nov 2009 08:43:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

trunkskgb wrote on Tue, 17 November 2009 05:22It will take me some time to get a screen shot uploaded. Now, my level editor freezes and crashes every time I attempt to "add" and "make" my mod into the Terrain tab in the level editor.

Sounds like you've 'damaged' your preset tree by adding the wrong object types in the wrong sections. Try creating a new 'mod' when starting LE and see if the problem still occurs. If it does

then it is something else.

A note to make - LE hangs for 10 seconds when you edit or add non-temp presets. An annoying feature brought on by not keeping the preset tree cache for any period of time.

Good luck

Subject: Re: Making a Map and needs helps

Posted by [danpaul88](#) on Tue, 17 Nov 2009 13:00:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dthdealer wrote on Tue, 17 November 2009 08:43

A note to make - LE hangs for 10 seconds when you edit or add non-temp presets. An annoying feature brought on by not keeping the preset tree cache for any period of time.

Although you shouldn't be using Add at all unless your making a .pkg mod or a total conversion mod or your map won't work as a .mix file.

Oh, and it DOES actually cache the preset tree, it just takes forever to update the cache. Thats why if LE crashes you lose all your work, because its cached and not saved to disk. It only saves to disk when you save a .lvl file or export your mod package.

Subject: Re: Making a Map and needs helps

Posted by [ErroR](#) on Tue, 17 Nov 2009 13:58:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Tue, 17 November 2009 15:00Dthdealer wrote on Tue, 17 November 2009 08:43

A note to make - LE hangs for 10 seconds when you edit or add non-temp presets. An annoying feature brought on by not keeping the preset tree cache for any period of time.

Although you shouldn't be using Add at all unless your making a .pkg mod or a total conversion mod or your map won't work as a .mix file.

Oh, and it DOES actually cache the preset tree, it just takes forever to update the cache. Thats why if LE crashes you lose all your work, because its cached and not saved to disk. It only saves to disk when you save a .lvl file or export your mod package.

Afaik it does auto save from time to time, right?

Subject: Re: Making a Map and needs helps

Posted by [Reaver11](#) on Tue, 17 Nov 2009 14:40:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

As far as I'm aware Leveleditor is not autosaving.

Subject: Re: Making a Map and needs helps

Posted by [Distrbd21](#) on Tue, 17 Nov 2009 16:25:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Tue, 17 November 2009 07:58danpaul88 wrote on Tue, 17 November 2009

15:00Dthdealer wrote on Tue, 17 November 2009 08:43

A note to make - LE hangs for 10 seconds when you edit or add non-temp presets. An annoying feature brought on by not keeping the preset tree cache for any period of time.

Although you shouldn't be using Add at all unless your making a .pkg mod or a total conversion mod or your map won't work as a .mix file.

Oh, and it DOES actually cache the preset tree, it just takes forever to update the cache. Thats why if LE crashes you lose all your work, because its cached and not saved to disk. It only saves to disk when you save a .lvl file or export your mod package.

Afaik it does auto save from time to time, right?

no, but if it does for you than hook me up with the way to do it ^^

Subject: Re: Making a Map and needs helps

Posted by [ErroR](#) on Tue, 17 Nov 2009 16:40:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Distrbd21 wrote on Tue, 17 November 2009 18:25ErroR wrote on Tue, 17 November 2009

07:58danpaul88 wrote on Tue, 17 November 2009 15:00Dthdealer wrote on Tue, 17 November 2009 08:43

A note to make - LE hangs for 10 seconds when you edit or add non-temp presets. An annoying feature brought on by not keeping the preset tree cache for any period of time.

Although you shouldn't be using Add at all unless your making a .pkg mod or a total conversion mod or your map won't work as a .mix file.

Oh, and it DOES actually cache the preset tree, it just takes forever to update the cache. Thats why if LE crashes you lose all your work, because its cached and not saved to disk. It only saves to disk when you save a .lvl file or export your mod package.

Afaik it does auto save from time to time, right?

no, but if it does for you than hook me up with the way to do it ^^

then i simply exported the mod too much xD

Subject: Re: Making a Map and needs helps
Posted by [trunkskgb](#) on Tue, 01 Dec 2009 20:27:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Let's get back to basics here. Forget Level Edit. I'm still in Gmax atm.

I found out how to add more segments, thus making more vertices for more control on adjusting the geometry on hill and mountains.

My map will consist of a river, possibly a river which runs underneath a mountain like in "Deth River". I will need infantry ramps, either like the steps in "City Flying", or the big ramp in "Pacific." I will need hedgehogs, waterfalls, rocks, trees, structures.

Is all the above done in Gmax or Level Edit?

Or, which is created where?

Subject: Re: Making a Map and needs helps
Posted by [trunkskgb](#) on Wed, 02 Dec 2009 23:12:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

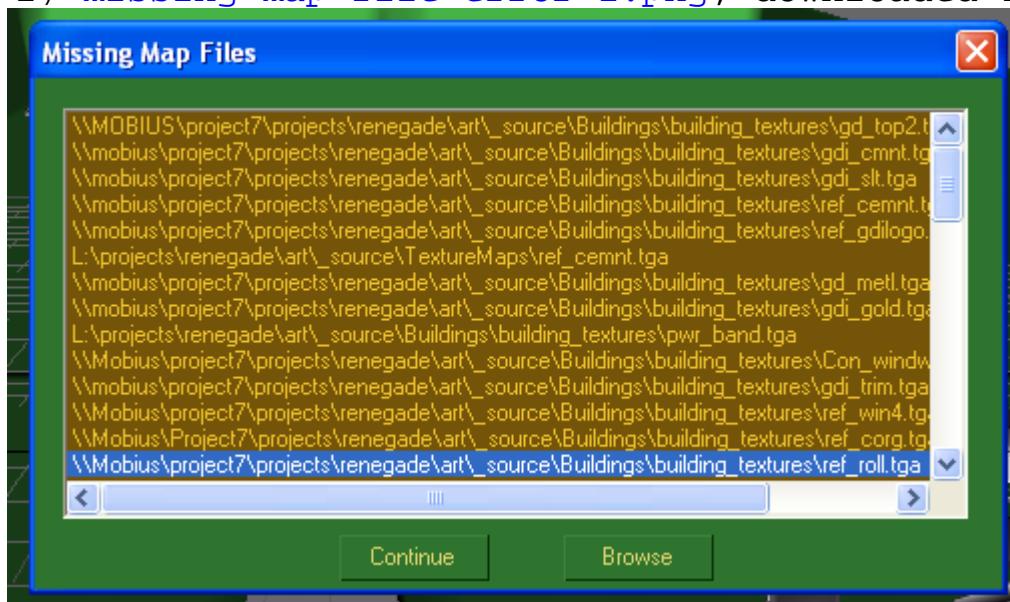
I'm also getting this error each time I load my test map.

Each screen shot is the same error, I just had to scroll through to get all the text into the shots.

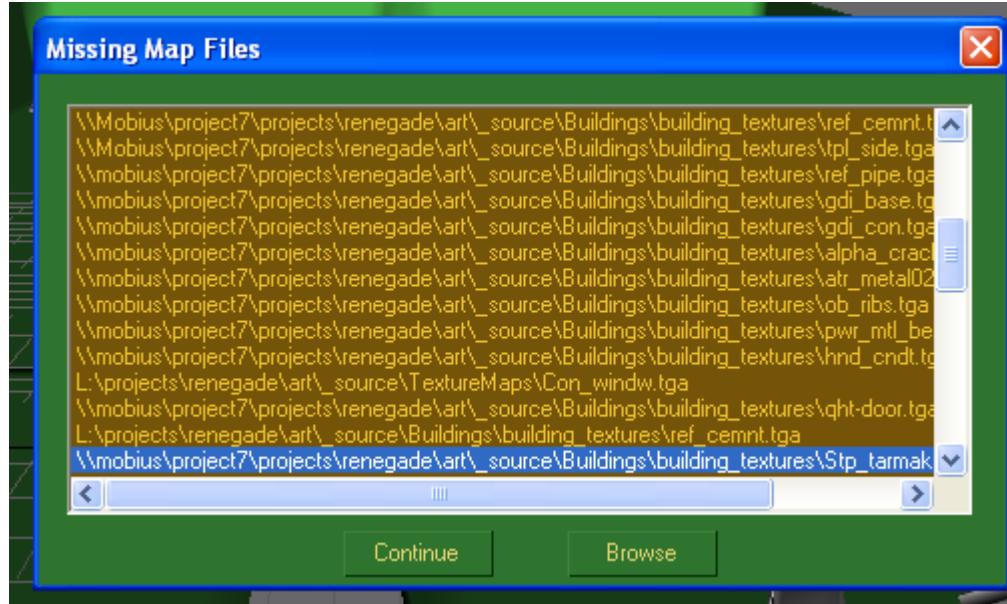
What do they mean? After I click continue, everything seems fine. :S

File Attachments

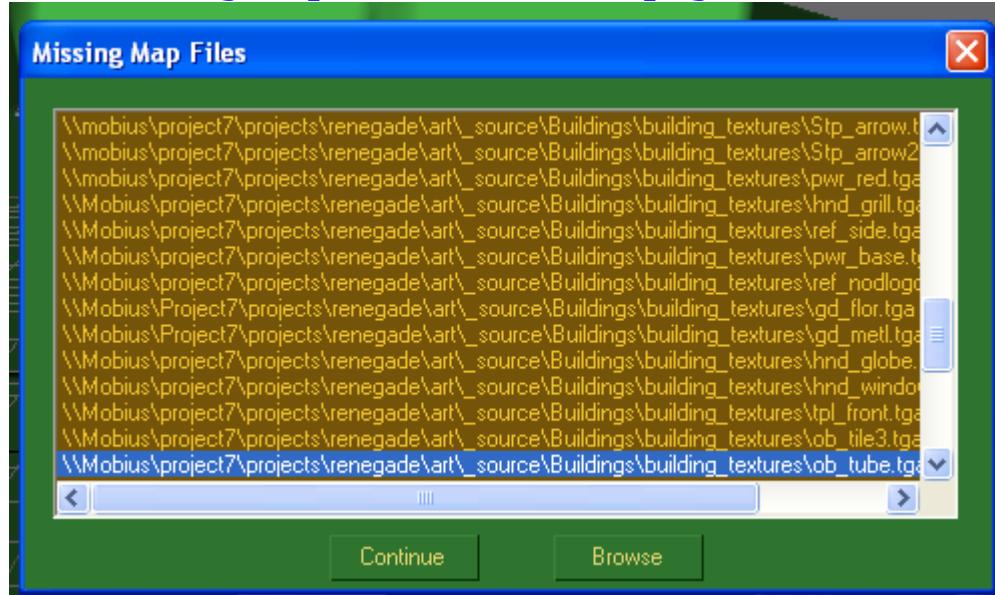
1) [missing map file error 1.png](#), downloaded 270 times



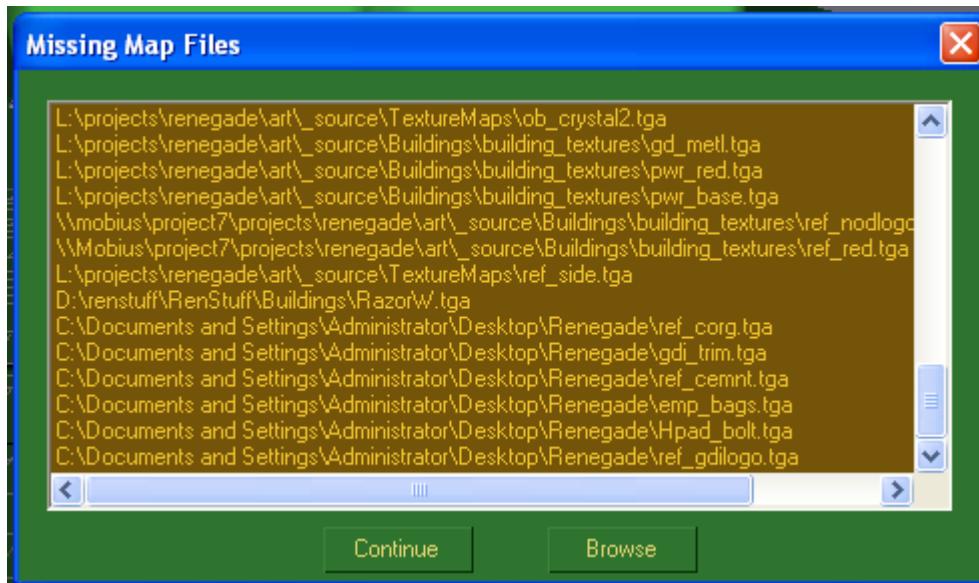
2) missing map file error 2.png, downloaded 255 times



3) missing map file error 3.png, downloaded 247 times



4) missing map file error 4.png, downloaded 266 times



Subject: Re: Making a Map and needs helps

Posted by [Distrbd21](#) on Thu, 03 Dec 2009 23:15:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Distrbd21 wrote on Tue, 17 November 2009 01:10 You can get a free trial of 3ds max 8 from here <http://www.pokemonca.net/rh/downloads/3dsmax8.zip> No its not a torrent its from renhelp.net.

And here is the w3d exporter to you don't have to save it as 3ds file then import it into renx.

http://www.pokemonca.net/rh/downloads/W3D_Exporter.zip

Note: If you are getting an error on Max2W3d.dle then install this DirectX Update

http://www.pokemonca.net/rh/downloads/directx_feb2007_redist.exe

Also here is a good video Tut on making a map in there that is done very nicely.

<http://www.pokemonca.net/rh/uploaded/perma/3dsmap/MapTut.swf>

make it easy for yourself gmax sucks balls and renx is right behind that, and all of your above is done in gmax renx or 3ds max.

The video will show you how to add rocks and cliffs etc, the trees you will probly have to make yourself, the ramps use a plain or something like that to make it look more real.

The buildings, if you get 3ds max you can download

this: <http://www.pokemonca.net/rh/downloads/Building3DSMAX.zip> or with proxies

http://www.pokemonca.net/rh/downloads/ren_buildings_prox.zip

If not download this: <http://renegadezone.com/ModInfo.asp?ModId=976>

and sorry i probly know this but idk what are hedgehogs?

a river idk how to make those.

Subject: Re: Making a Map and needs helps
Posted by [trunkskbg](#) on Fri, 04 Dec 2009 03:44:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

The two screen shots below of are Hedgehogs taken from the map Tropics.

I think I knew rocks were done in RenX, but you're saying trees, random structures, ramps are done in that too?

File Attachments

1) [Hedgehog 47.png](#), downloaded 268 times



2) [Hedgehog 48.png](#), downloaded 260 times



Subject: Re: Making a Map and needs helps
Posted by [Distrbd21](#) on Fri, 04 Dec 2009 04:12:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

trunkskbg wrote on Thu, 03 December 2009 21:44 The two screen shots below of are Hedgehogs taken from the map Tropics.

I think I knew rocks were done in RenX, but you're saying trees, random structures, ramps are done in that too?
yes and search the forums for Tank blocker.

Subject: Re: Making a Map and needs helps

Posted by **GEORGE ZIMMER** on Fri, 04 Dec 2009 05:40:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Distrbd21 wrote on Fri, 04 December 2009 09:15*words*

What? RenX is the direct plugin for Renegade... it works BEST with Renegade, lol. Blazea58 (Guy who made RP2 and does all of its terrain work pretty much) uses just Gmax/RenX AFAIK... and his shit's better than like 90% of the crap I see thrown around the modding community.

Subject: Re: Making a Map and needs helps

Posted by **trunkskgb** on Sat, 05 Dec 2009 02:02:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

GEORGE ZIMMER wrote on Fri, 04 December 2009 00:40Distrbd21 wrote on Fri, 04 December 2009 09:15*words*

What? RenX is the direct plugin for Renegade... it works BEST with Renegade, lol. Blazea58 (Guy who made RP2 and does all of its terrain work pretty much) uses just Gmax/RenX AFAIK... and his shit's better than like 90% of the crap I see thrown around the modding community.

Who is this Blazea58?

I understand rocks and ramps, what about trees? And the leaves on top of them?

Subject: Re: Making a Map and needs helps

Posted by **GEORGE ZIMMER** on Sat, 05 Dec 2009 13:48:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

trunkskgb wrote on Fri, 04 December 2009 20:02GEORGE ZIMMER wrote on Fri, 04 December 2009 00:40Distrbd21 wrote on Fri, 04 December 2009 09:15*words*

What? RenX is the direct plugin for Renegade... it works BEST with Renegade, lol. Blazea58 (Guy who made RP2 and does all of its terrain work pretty much) uses just Gmax/RenX AFAIK... and his shit's better than like 90% of the crap I see thrown around the modding community.

Who is this Blazea58?

I understand rocks and ramps, what about trees? And the leaves on top of them?
Like I said, he made RP2 and such.

As for trees, there's a few pre-made ones for use in Level Edit. They're in the "Tiles" area, I forgot where exactly. Just search around the presets, you'll fine it.

Otherwise, you can always make trees.

Subject: Re: Making a Map and needs helps

Posted by [trunkskgb](#) on Sat, 05 Dec 2009 14:24:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

GEORGE ZIMMER wrote on Sat, 05 December 2009 08:48trunkskgb wrote on Fri, 04 December 2009 20:02GEORGE ZIMMER wrote on Fri, 04 December 2009 00:40Distrbd21 wrote on Fri, 04 December 2009 09:15*words*

What? RenX is the direct plugin for Renegade... it works BEST with Renegade, lol. Blazea58 (Guy who made RP2 and does all of its terrain work pretty much) uses just Gmax/RenX AFAIK... and his shit's better than like 90% of the crap I see thrown around the modding community.

Who is this Blazea58?

I understand rocks and ramps, what about trees? And the leaves on top of them?

Like I said, he made RP2 and such.

As for trees, there's a few pre-made ones for use in Level Edit. They're in the "Tiles" area, I forgot where exactly. Just search around the presets, you'll fine it.

Otherwise, you can always make trees.

Pre-made trees huh? Cool. I presume that they're pretty well done and not some sloppy looking design?

I actually found some rocks, barb wire fence and random ramps in one of the building packages for Renx.

Aside from rivers and tunnels, I'm getting closer.

Subject: Re: Making a Map and needs helps

Posted by [trunkskgb](#) on Mon, 14 Dec 2009 05:17:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Bump....

Need help with welding vertices and crap. Can someone explain a little of that here?

Subject: Re: Making a Map and needs helps

Posted by [Distrbd21](#) on Wed, 16 Dec 2009 00:49:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

look through that it should have some stuff you are looking for.

<http://renegadehelp.net/index.php?act=tutorials&id=286>

if you can't find what your looking for in the maps part then let me know.

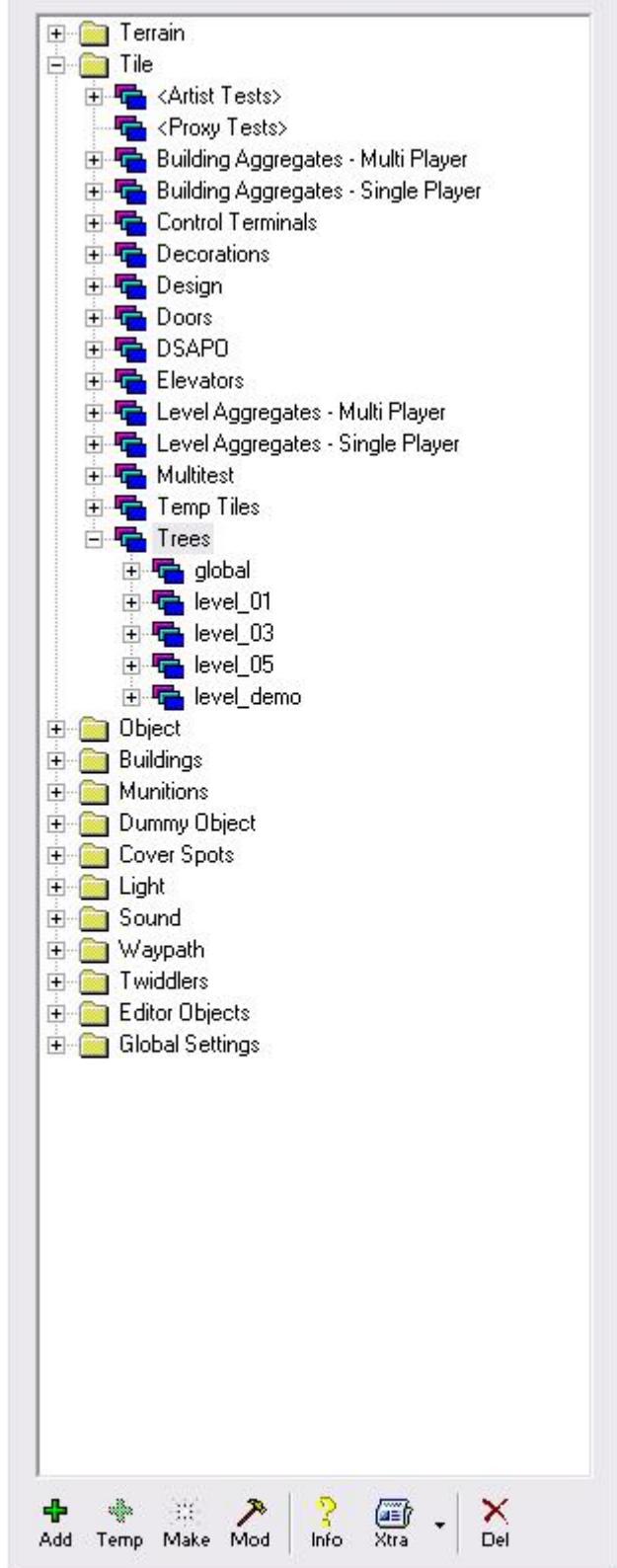
P.S. look at all of the tuts in the maps section one of them might tell you how.

and here is a pic of where to find the trees.

And if you still don't know where i made it better.

File Attachments

1) [trees.JPG](#), downloaded 351 times



2) [trees.JPG](#), downloaded 348 times

