Subject: Need help with a map
Posted by **Reaver11** on Tue, 15 Dec 2009 10:40:46 GMT
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I'm currently working on a map with a lot of custom buildings.
Thing is have some problems with it.

How do I correctly drill the space for the buildings in the bottom? (since boolean would be a painfull to do)
And how do I create the Renx visibility part?

I remember there where some tutorials for that.
Haven't found them on renegadehelp.

Toggle Spoiler

The keen eye will see that there are z-buffer issues.
Dw they will be solved when the groundmesh for the bases are done and welded. (Same goes for the tibfields)

Also this map will have two harvesters each team.
I have a working system for that.

Subject: Re: Need help with a map
Posted by **Distrbd21** on Wed, 16 Dec 2009 00:53:14 GMT
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that is cool looking.

as far as i know the only way to do what you ask is to do what you said would be painfull lol.

Subject: Re: Need help with a map
Posted by **Reaver11** on Mon, 21 Dec 2009 13:27:12 GMT
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I hoped there was an easy way.

Thing is someone should know how to rig up the visibility part?

Subject: Re: Need help with a map
Posted by **Omar007** on Mon, 21 Dec 2009 15:58:35 GMT
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Why exactly would boolean be painfull?

It does the job fast and easy

The only other way i know is cutting the holes yourself

Subject: Re: Need help with a map
Posted by Reaver11 on Mon, 21 Dec 2009 16:02:47 GMT
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Well in Renx I have problems when I try to boolean something that wasnt sticking through it well it wouldnt work.

Like if the bottom Z vertex of the building was in the plane. (both coordinates at z=0) It would come up with random garbage.

Well guess I will have to try again probably screwed it up a bit.

Subject: Re: Need help with a map
Posted by Omar007 on Mon, 21 Dec 2009 19:23:29 GMT
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Yea for boolean stuff has to cut through. Lowering buildings to -0,01 should be enough already

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Subject: Re: Need help with a map
Posted by Reaver11 on Mon, 21 Dec 2009 20:58:03 GMT
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I should have thought about that lol

Subject: Re: Need help with a map
Posted by renalpha on Mon, 21 Dec 2009 23:29:56 GMT
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with my far broken english i made this tutorial a few years ago.

http://www.renegadehelp.net/index.php?act=tutorial&id=6154

nvm didnt explained it sorry.

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quite cool to listen to it

Subject: Re: Need help with a map
Posted by TeamWolf on Tue, 22 Dec 2009 14:49:43 GMT

It looks like you are using 3ds Max just use the connect tool with edge and then arrange the vertexs.

Or are you trying to connect the buildings together underground?

Subject: Re: Need help with a map
Posted by Reaver11 on Tue, 22 Dec 2009 15:25:36 GMT

I'm drilling the holes for the buildings.
Something like wf and bar is easy.
Only my adv pp is giving me a headache.

I'm working with the buildings in Renx.
I did the terrain in 3ds9.
Only I didnt get the plugin for it to work so I ported the terrain to Renx and added the buildings there.
I will check if connect works in Renx.

I'm still wondering how to add the vis sectors?
I have looked inside hourglas thats comes with leveleditor.
Is it correct that I have to take the base plane where you drive and walk etc? And clone it and give it the vis and hide settings/lower it a bit under the original terrain?