
Subject: Need help with a map

Posted by [crysis992](#) on Mon, 28 Dec 2009 23:27:27 GMT

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

Hey guys.

Im working on a map, but i need help.

Toggle Spoiler

Does someone can explain me how to make a tunnel?

I tried to do a tunnel with this tutorial:

<http://www.renegadehelp.net/index.php?act=tutorial&id=8010>

But i failed at the first step:

First you must add the Boolean Compound Modifier to your toolbar.

Goto Customize --> Customize Userinterface, then Click on the `Toolbars` Tab and search the Boolean Compound Object:

3ds max8 does not have this:

Boolean Compound Object :/

2.

How to use more than 2 textures?

I know how to do that VertexPaint, but on this way i get only 2 textures on my terrain plane? But i want 3 or more textures on my plane :/ Does someone know how to do that?

3.

And have you any good tips to do a better terrain?

4.

Where can i find some good models? like a Bridge, buildings for my terrain....

Subject: Re: Need help with a map

Posted by [Gen_Blacky](#) on Mon, 28 Dec 2009 23:40:55 GMT

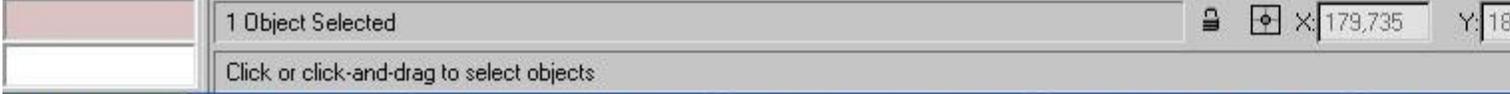
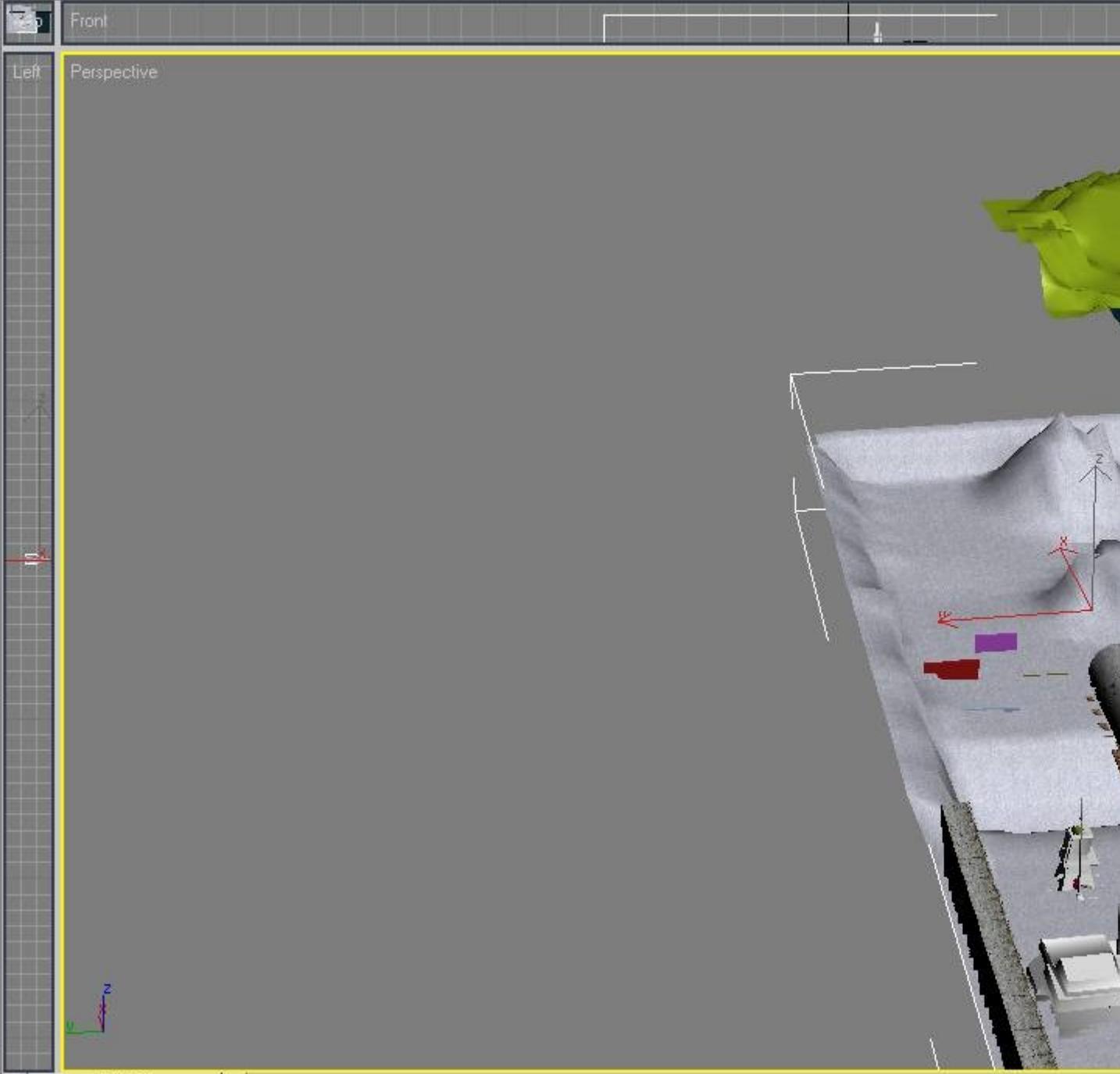
[View Forum Message](#) <> [Reply to Message](#)

#1 look at the image select compound.

#2 look at the test I made a while ago you can have like 10 textures if you wanted. It would be easier to make your terrain in parts and apply a different texture to each mesh also they would be able to have there own projectile settings.

File Attachments

- 1) [3passblendtest.zip](#), downloaded 198 times
- 2) [85539095756846363080.jpg](#), downloaded 466 times



Subject: Re: Need help with a map
Posted by [GEORGE ZIMMER](#) on Mon, 28 Dec 2009 23:47:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

You could either boolean, or just drag some of the vertexes of whatever area it is you want to make the tunnel in, delete a couple of faces on one end and the other, and extrude and weld where necessary.

But that map looks like fucking shit, so, good luck with that

Subject: Re: Need help with a map
Posted by [anant](#) on Mon, 28 Dec 2009 23:54:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

GEORGE ZIMMER wrote on Mon, 28 December 2009 17:47
But that map looks like fucking shit, so, good luck with that
does it look anywhere near finished?
no, so fuck you.
Crysis, looks good, cant wait for final result

Subject: Re: Need help with a map
Posted by [crisis992](#) on Mon, 28 Dec 2009 23:59:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

1# thanks blacky

2# your test file doesnt help much, i dont understand how?

@GEORGE ZIMMER
Does i asked for any opinions??
Does i said its finish?
nope...so stfu!

Subject: Re: Need help with a map
Posted by [GEORGE ZIMMER](#) on Tue, 29 Dec 2009 00:00:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

anant wrote on Mon, 28 December 2009 17:54
GEORGE ZIMMER wrote on Mon, 28 December 2009 17:47
But that map looks like fucking shit, so, good luck with that
does it look anywhere near finished?
no, so fuck you.
Crysis, looks good, cant wait for final result
Finished or not, that's not the way you go about making a map.

-The tunnel is a basic cylindrical pipe. That's awful, and will be noticeably bad to the players. Seriously, my first ever thing I made in gmax was a tunnel that looked 10x better than that shit. I'm not trying to boast, but c'mon, you can do better- you even have 3DSmax...

-The walls are obviously just plopped down on the map. Willing to bet the bottoms still have a face on them that collide with the terrain below. Don't just plop objects down.

-A map with just some walls and a boring, obviously vertexes-dragged-upwards-to-make-mountains mountains for a field, and some more walls surrounding a base = very aesthetically unpleasing. I also don't see any unique gameplay coming out of this.

-The part near the Nod base seems pretty much useless, but your map "isn't finished" so I guess I shouldn't nitpick there. Still, it also looks awful.

-The map looks too spread out. If you plan to add in that big mountain area near the Nod base into the main map's area, it'll be even worse. This does NOT make for good gameplay in Renegade.

-The barriers of the center field are badly done. There's really no other way to go about it.

-The building set up looks terrible. Why is the obelisk so far away from the base entrance (especially when there's like 2 for Nod, people will be able to easily get into the Nod ref and the PP) when the AGT is so close to its entrance? Why is GDI's refinery facing right into a wall?

Just remake the whole map. I know you're going to jump right into "BUT ITS NOT FINISHED YET LOL", but get your head out of your ass and realize that it will fall into the pits of subpar maps that will go into the metaphorical Renegade landfill of shit.

crisis992 wrote on Mon, 28 December 2009 18:24 Later in LE i add the trees & other stuff. so wtf is wrong with it?

Go download a TON of fanmaps and look at the ones that look fucking awesome as compared to the ones that look shitty. No, seriously, not being sarcastic or a dick here, go list all the ones that look awesome, then list the ones you think look shitty. I'll pick those apart and tell you why they might be awesome and might be shitty (naturally some differences in opinion will occur).

Chances are likely, the ones that look shitty will have been built in a similar fashion to the way you're constructing your map right now.

I need to write up a tutorial on how to make a basic map sometime- the ones out there lead people in entirely the wrong direction and don't give them any insight on how to properly use gmax/3DSmax at ALL.

Subject: Re: Need help with a map

Posted by [GEORGE ZIMMER](#) on Tue, 29 Dec 2009 18:06:48 GMT

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

I'm still working on my tutorial (which will be rather large), but try extruding (shift+click) off of an edge of a plane. That'll basically allow you to make more planes off of a plane.

Also, you can't put two textures on one plane... rather, not on just one polygon (which is probably what you mean). In order to blend an object, it has to be several polygons. Use semi-wireframe mode (Hit F3), it'll let you see edges and such while still seeing the model itself... well, it does in RenX anyways.

and anyways, how could you not notice it looks pretty shitty...? Again, look at maps that look awesome- I guarantee they were made very differently.

Subject: Re: Need help with a map

Posted by [crisis992](#) on Tue, 29 Dec 2009 18:14:38 GMT

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

GEORGE ZIMMER wrote on Tue, 29 December 2009 12:06: Again, look at maps that look awesome- I guarantee they were made very differently.

Its my first map ever...

never made a map before -.-'

I know other maps are better than this. But i want to LEARN how to do better maps or? Im sure everyone started with things like this, or not?

Subject: Re: Need help with a map

Posted by [GEORGE ZIMMER](#) on Tue, 29 Dec 2009 18:23:25 GMT

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

crisis992 wrote on Tue, 29 December 2009 12:14: GEORGE ZIMMER wrote on Tue, 29 December 2009 12:06: Again, look at maps that look awesome- I guarantee they were made very differently.

Its my first map ever...

never made a map before -.-'

I know other maps are better than this. But i want to LEARN how to do better maps or? Im sure everyone started with things like this, or not?

Well, you have to think about how they were made. Try to re-construct similar things on your own.

Nearly every musician learned to play an already famous song, every scientist learned off of the discoveries of previous scientists, etc. If there's already something good out there, look at how it was made- examine the FUCK out of it until you understand how it was made. Experiment with

the tools you have until you stumble upon how to make something similar to what you think is awesome.

And if you're too lazy to do it the way most people did it, wait until I'm done with this ridiculously long tutorial and read that to get yourself started.

Subject: Re: Need help with a map
Posted by [Stefan](#) on Tue, 29 Dec 2009 19:28:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don't take anyone calling your map crap too seriously. There's always someone better out there. Keep on practicing and you'll be making good looking maps in no-time. Looks pretty good for you first map by the way

George, can you post up some screenshots of your maps so i can piss all over them?

Subject: Re: Need help with a map
Posted by [GEORGE ZIMMER](#) on Tue, 29 Dec 2009 20:17:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stefan wrote on Tue, 29 December 2009 13:28Don't take anyone calling your map crap too seriously. There's a difference between someone calling something crap, and someone calling something crap with various reasons WHY it's crap.

Stefan wrote on Tue, 29 December 2009 13:28George, can you post up some screenshots of your maps so i can piss all over them? This comment alone means that no matter what I'd post, you'd automatically shoot it down because you're incapable of putting away any bias and judging something based upon your own opinion.

Dipshit.

Subject: Re: Need help with a map
Posted by [Raptor RSF](#) on Wed, 20 Jan 2010 19:52:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello crysis,

Well I see you are doing good at trying to make your (first?) map.

Its actually good to start learning like this for the very beginning. Its very difficult to make a nice

map, but i know you can do it. You are just testing how the progress of map making goes, and you are doing than i ever did at map making.

My first map was just a square with no terrain details, only to see how the building setup and harvester path finding and tele-porting worked.

If you don't know how to make a better terrain, my advise is to start doing those tutorials that where shipped with 3dsmax. They helped me allot and they contain everything you need to make nice maps.

- Also you may like drawing the map first on paper.
- Don't make the map too large, as those maps mostly not very popular.
- building setup is one very important thing. Both teams should have the same chances destroying the enemy base.
- There should be enough, but not too much strategy in your map.

Do you want harvy walkers in you map?

Do you want the sbh to have better chances?

And what about point whores..?

Do you want a tech or hotty to been able to sneak into enemy base?

Also,

- Some people don't like field or under, just because there is just 1 vehicle entrance to the base.
- Don't make too many tunnels, or too long tunnel.

You might consider > wallnukers/ioners, tunnelnukers/ioners.

Well there is probably much more to make a note off

It takes very much time, but the chance for your map to reach a mappack or server is much higher.

Good luck making great maps
