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Subject: Building Proxys

Posted by [c0vert7](#) on Sat, 05 Jan 2013 20:38:47 GMT

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Does anyone know where I can find the reg and flying building setup with proxies? The ones with PTs and and what not already in them so I dont have to do that in LE?

Also what are the character sizes to compare your models too again? 1x1x1.5??? Thanks

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Subject: Re: Building Proxys

Posted by [Generalcamo](#) on Sat, 05 Jan 2013 22:14:11 GMT

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Gmax or 3dsmax?

Yes

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Subject: Re: Building Proxys

Posted by [Mauler](#) on Sat, 05 Jan 2013 22:40:00 GMT

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I use 0.55, 0.55, 1.8 box

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Subject: Re: Building Proxys

Posted by [c0vert7](#) on Sun, 06 Jan 2013 00:14:25 GMT

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Gmax/renx

If you also happen to have a character model and a few empty tank models that would be beneficial too. I like the maps to be some what porportional. I use to have all this stuff but its been so long so ive tried to make a map... and now none of the sites are still up I got em off.

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Subject: Re: Building Proxys

Posted by [Mauler](#) on Sun, 06 Jan 2013 00:17:50 GMT

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c0vert7 wrote on Sat, 05 January 2013 17:14Gmax/renx

If you also happen to have a character model and a few empty tank models that would be beneficial too. I like the maps to be some what porportional. I use to have all this stuff but its been so long so ive tried to make a map... and now none of the sites are still up I got em off.

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I will post up some scales models to MPF Here asap, might be a few hours till i get to posting them up.. keep an eye peeled for em!

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Subject: Re: Building Proxys  
Posted by [c0vert7](#) on Sun, 06 Jan 2013 01:24:09 GMT  
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Subject: Re: Building Proxys  
Posted by [c0vert7](#) on Sun, 06 Jan 2013 16:34:09 GMT  
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So... anyone have the building proxies

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Subject: Re: Building Proxys  
Posted by [Mauler](#) on Sun, 06 Jan 2013 17:32:09 GMT  
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sadly i have no idea, would be a lot of work to recreate those, maybe you can request someone to make it?

oh and btw i finished that scale model file for you, you can get it here

Made them for GmaX-RenX, hopefully that is what you where wanting.. if you need a max file gimme a holler

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Subject: Re: Building Proxys  
Posted by [c0vert7](#) on Sun, 06 Jan 2013 17:35:32 GMT  
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I think I got them from lauebi or something. I guess ill just make my own set, didnt wanna go through all the work if they already were out there. Thank for the scales

Oh NVM found them

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Subject: Re: Building Proxys  
Posted by [Gen\\_Blacky](#) on Mon, 07 Jan 2013 01:44:34 GMT  
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Been a while since a set these up or know which version they are.

They might help take a look.

<http://www.mediafire.com/?1c00uncgy209hi0>

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Subject: Re: Building Proxys

Posted by [Mauler](#) on Mon, 07 Jan 2013 03:20:32 GMT

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Took a quick look the files are in Max and Gmax, includes vis, blockers, pt zones,spawners.. based on the files, they would seem to work as expected.. didn't have time to test it, but this looks like the file you need c0vert

Blacky you mind me posting this to our download section over @ MPF?

EDIT: Tested it, it works.. 2 issues, the Nod Refinery flying vehicle blocker near the piston and above the harvy dump zone needs to be hidden, the nod obelisk spawner near the MCT gets stuck, you might need to adjust the proxies a bit more.. other than that it works.. PT zones are fine, all spawners except the ones mentioned are fine

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Subject: Re: Building Proxys

Posted by [c0vert7](#) on Mon, 07 Jan 2013 23:44:26 GMT

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Ya I grabbed them off

<http://renhelp.laeubi.de/tutorial-use-proxis-to-make-your-life-easier.html>

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Subject: Re: Building Proxys

Posted by [Mauler](#) on Tue, 08 Jan 2013 00:27:59 GMT

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you could use those but the files missing a lot of important parts!

the door blocks for vehicles! - unless you want vehicles inside your structures or infantry running up the refineries,powers plants  
the proper vis the exterior and fixes to certain common errors  
the ramps!

trust me that file is no good!

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Subject: Re: Building Proxys  
Posted by [Gen\\_Blacky](#) on Tue, 08 Jan 2013 01:31:00 GMT  
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Mauler wrote on Mon, 07 January 2013 17:27you could use those but the files missing a lot of important parts!

the door blocks for vehicles! - unless you want vehicles inside your structures or infantry running up the refineries,powers plants  
the proper vis the exterior and fixes to certain common errors  
the ramps!

trust me that file is no good!

Yea you should use the ones I posted they have vehicle blockers, vis planes, and proxies, ect. The gmax version of the buildings has almost all buildings silos, temple of nod, helipads, rep pads, com centers, construction yards, ect.

To use the ramps you just merge the flying parts into your gmax\max scene and use the snap tool to place the ramps, blockers in their correct position.

Mauler wrote on Sun, 06 January 2013 20:20Took a quick look the files are in Max and Gmax, includes vis, blockers, pt zones,spawners.. based on the files, they would seem to work as expected.. didn't have time to test it, but this looks like the file you need c0vert

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EDIT: Tested it, it works.. 2 issues, the Nod Refinery flying vehicle blocker near the piston and above the harvy dump zone needs to be hidden, the nod obelisk spawner near the MCT gets stuck, you might need to adjust the proxies a bit more.. other than that it works.. PT zones are fine, all spawners except the ones mentioned are fine

Would you want to fix any issues? I don't have much time as of right now.

Maybe make a separate version for the ramps so people don't have to merge it into their scene and get them into the right position.

I will try and find all the damage animations, new emitters if any for all the extra buildings.

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Subject: Re: Building Proxys  
Posted by [Gen\\_Blacky](#) on Tue, 08 Jan 2013 02:54:20 GMT  
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I wanted to make light maps for all the buildings with the 4.0 light map tool when I had time,

haven't tried it yet.

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Subject: Re: Building Proxys

Posted by [Mauler](#) on Tue, 08 Jan 2013 03:20:18 GMT

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The lightmap tools don't generate lightmaps, the light tools released by TT only finish the job to get proper lightmapped meshes ingame, and proper lighting..

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Subject: Re: Building Proxys

Posted by [Gen\\_Blacky](#) on Tue, 08 Jan 2013 04:08:45 GMT

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yea but light maps with the wlt files instead of generating them in leveledit.

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Subject: Re: Building Proxys

Posted by [Mauler](#) on Tue, 08 Jan 2013 05:36:49 GMT

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Both leveledit and max lights are fine ... It's our preference .. I use level edit so I can see the changes and effects on my character / level right away .. Instead of finding out I made an error in my max light and have to go back into max/maya again.. Besides u need the maya exporter to create WLT files from max, am I'm not sure if saber hawk has released that yet.. But I've used all the the lightmap tools. If you need info on something gimme a holler

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Subject: Re: Building Proxys

Posted by [Generalcamo](#) on Tue, 08 Jan 2013 22:23:19 GMT

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The problem with Level Edit lights though is that you need to recreate them step by step from 3ds max. It removes a step if you use 3ds max.

But sadly saberhawk hasn't released his tool to the public. And from the pm I got from him, it is only for Maya 2011 and 2012.

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Subject: Re: Building Proxys

Posted by [Mauler](#) on Tue, 08 Jan 2013 23:51:43 GMT

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huh... i light map my scene and remember where i placed my lights.. no need for rocket science

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there, as long as the color matches, fades at a distance, i could care less about trying to light the terrain/models... as they have the prelit option on them... so those lights will only affect objects that recieve vertex lighting, i.e characters, vehicles, props.. or anything without the prelit arguments applied

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Subject: Re: Building Proxys

Posted by [c0vert7](#) on Wed, 09 Jan 2013 21:10:51 GMT

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Well in that case, thx guys.

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