
Subject: New Plugin --- !

Posted by [StoneRook](#) on Fri, 11 Apr 2003 18:29:55 GMT

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Thanks to Bumpaneer for bringing this to my attention.

Exciting new plugin for Max/Gmax to make levels.

GLB 2.0 (Game Level Building) by Michael Little.

This tool IS THE ONLY ONE YOU NEED to make cool buildings - tunnels - maps..... (THAT IS IF YOU KNOW HOW TO USE IT)

HIGHLY RECOMMENDED - SR APPROVED.

We at RenEvo have mirrored the file and Tutorial for your modding pleasure:

<http://modx.renevo.com/showthread.php?s=&threadid=206>

and the tutorial is at

<http://modx.renevo.com/showthread.php?s=&threadid=208>

Be sure to email Michael Little and thank him for this wonderful tool.
Maple3d@hotmail.com

also - visit - <http://tdp.nu/> for many more scripts that you may be able to use.

DISCLAIMER: USING this tool will not make you AWESOME models/Levels - USING this tool will not get you in a game companies front door - USING this tool will not get you a college degree ---

HOWEVER - it will show you how things happen in the modeling aspect - it requires you having some skill in using the mod tools - it requires you to have some imagination to make a good model/level.

But you won't know till you try...

Subject: New Plugin --- !

Posted by [Aircraftkiller](#) on Fri, 11 Apr 2003 18:36:15 GMT

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The easy way isn't necessarily the best way.

You'll never learn how to work with Max properly by using this script.

Subject: New Plugin --- !

Posted by [StoneRook](#) on Fri, 11 Apr 2003 18:56:08 GMT

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...

i beg to differ...

anyway - Dante has made a ms script to make a button on your toolbar -

same link as above --

Subject: New Plugin --- !

Posted by [CNCWarpath](#) on Fri, 11 Apr 2003 19:36:13 GMT

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This sure is one awesome tool, but i cant get to grips with it, maybe u should make a tutorial that can help Newbies to this program.

Subject: New Plugin --- !

Posted by [StoneRook](#) on Fri, 11 Apr 2003 19:43:07 GMT

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uhm - there is a tutorial -- check the links...

maybe aircraftkiller was right....

Subject: New Plugin --- !

Posted by [Aircraftkiller](#) on Fri, 11 Apr 2003 19:53:44 GMT

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The reason I say this is that you're not really creating anything but some lines.

The rest is automated by the script.

You won't be able to learn how to do it on your own. A company wouldn't accept a script doing all of the work for you.

Subject: New Plugin --- !

Posted by [Blazer](#) on Fri, 11 Apr 2003 20:26:31 GMT

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Aircraftkiller I agree with you. But I think something like this might fledgling map makers "get their feet wet". I'm not suggesting they could actually make a quality playable map with something like this, but its ease of use could help make the learning curve of Max a bit less steep, or maybe it would be useful for making the basic framework of something or simple objects like tunnels etc.

In short, this plugin is a tool, not a magic wand. If you don't know how to use Max at all, you aren't going to create something wonderful with it. However it could be a timesaver for creating things that with some massaging and tweaking become part of some good terrain.

Subject: New Plugin --- !

Posted by [StoneRook](#) on Fri, 11 Apr 2003 20:37:18 GMT

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Granted - if your intentions are to do work at a game studio -- using scripts to get in the door will not do it for you.

With that said - once your in the door - you will use scripts to do the tedious work...

However - a majority of the people here do not wish to be in a game studio - they are here to mod Renegade.

Using this tool - as Blazer points out - is not the "magic wand" - you need to know how to do stuff to make it work right.

You also need to know how to texture - unwrap uvw - make adjustments - etc...

Which this tool does not.

So - in a nutshell - for the people that know a little of gmax/3DS - this will help them make better models, and in the end - more stuff for Renegade.

If it's garbage - no one will use it - if it's the cat's meow -- better for us in the whole.

You know me - I hammer at a program to teach myself how the stuff works. After that - i try to past the knowledge on -- which more people should do around here.

why re-invent the wheel?

'nuff said on this subject.

Subject: New Plugin --- !

Posted by [bigwig992](#) on Fri, 11 Apr 2003 21:14:50 GMT

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I like it so far, much easier for indoor maps like tunnels or buildings. This basically just gets the basics down for the map, you can edit the vertices all that other interesting stuff. You should get it.

Subject: New Plugin --- !

Posted by [General Havoc](#) on Fri, 11 Apr 2003 21:31:36 GMT

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Well said Stonerook! I think people should start to pass on their knowledge of modding renegade more. I know there is a lot of people who do but I think there could be some excellent tutorials like SomeRhinos terrain one around if skilled people could spare a little time to write a tutorial. I'm not saying everyone should go and do it but it may help even the experienced users learn new things as people are skilled in different areas of modding. I have noticed an increase of people writing tutorials recently which is a good sign and also Dante working on RenHelp 2.

_General Havoc

Subject: New Plugin --- !

Posted by [Bumpaneer](#) on Fri, 11 Apr 2003 21:59:16 GMT

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Had you really learned to use max you would realize this only makes steps you perform easier. The easiest way to design a building is with the spline, (floor plan) and then raise it into a plane. Also, on the companies thing. They are looking to have the work done fast and effectively. The ones I've come into contact with don't have a problem if you use outside tools to make that happen, as long as you have the proper permission. So if this script automates a manual process, why not use it?

~Bumpaneer

Subject: New Plugin --- !

Posted by [Bumpaneer](#) on Fri, 11 Apr 2003 22:02:08 GMT

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Second point is it probably won't work too well for levels, just individual buildings.

Subject: New Plugin --- !

Posted by [Aircraftkiller](#) on Fri, 11 Apr 2003 22:16:59 GMT

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BumpaneerHad you really learned to use max you would realize this only makes steps you perform easier. The easiest way to design a building is with the spline, (floor plan) and then raise it into a plane. Also, on the companies thing. They are looking to have the work done fast and effectively. The ones I've come into contact with don't have a problem if you use outside tools to make that happen, as long as you have the proper permission. So if this script automates a manual process, why not use it?

~Bumpaneer

Which totally negates the purpose of learning Max or going to art college to design levels.

Subject: New Plugin --- !

Posted by [Bumpaneer](#) on Fri, 11 Apr 2003 22:25:33 GMT

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You still have to know how to design....this doesn't make the building, its a tool. Just like max is a tool. Should everyone make the buildings by hand, or use the tools available?

Subject: New Plugin --- !

Posted by [Deafwasp](#) on Fri, 11 Apr 2003 22:39:23 GMT

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yes everyone should make their levels by hand. Or else we will see a host of maps that consist just of a one floor building with many walls and doorways. Then they go into commando and drop in some barrels and crates and you have a new age of crap.

Hhahah, I just realized... The new age of crap would still be better than most of the low level mappers current skills.

Subject: New Plugin --- !

Posted by [Bumpaneer](#) on Fri, 11 Apr 2003 22:40:58 GMT

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So stop using max and pull out the clay....make it by hand.

Subject: New Plugin --- !
Posted by [Aircraftkiller](#) on Fri, 11 Apr 2003 22:47:48 GMT
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That's an asinine statement considering Renegade doesn't support clay.

With your logic, we'd have to create the means to create something else before we're allowed to create something.

Subject: New Plugin --- !
Posted by [Bumpaneer](#) on Fri, 11 Apr 2003 22:49:00 GMT
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That was your logic, not using the tools available....

Subject: New Plugin --- !
Posted by [bigwig992](#) on Fri, 11 Apr 2003 22:50:22 GMT
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BumpaneerSo stop using max and pull out the clay....make it by hand.

Subject: New Plugin --- !
Posted by [Dante](#) on Fri, 11 Apr 2003 22:52:32 GMT
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Deafwaspyes everyone should make their levels by hand. Or else we will see a host of maps that consist just of a one floor building with many walls and doorways. Then they go into commando and drop in some barrels and crates and you have a new age of crap.

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like yours?

this is a good tool to use to map out complex tunnels and/or multi level buildings quickly, yes, you can make little boxes with doors, but that is not the purpose, this is a good tool...

Subject: New Plugin --- !
Posted by [StoneRook](#) on Fri, 11 Apr 2003 22:58:26 GMT

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Gentlemen - and Ladies - and twits....

Please - use the tools if you can....

if you can't, or feel threatened by them, or just lack the imagination to use EVERY tool you can to mod --

then simply....

don't...

If you spent any time playing with these tools - you would see - you still need to re-do alot to make them playable in Renegade.

now - can we keep it to a dull roar - and get on with modding Renegade FFS?

geeeeeeeeezzzzzzzz

DOG PILE ON NEO!

Subject: New Plugin --- !

Posted by [\[REHT\]Spirit](#) on Fri, 11 Apr 2003 22:59:11 GMT

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inhale exhale inhale exhale

Ooooooooook. Now, according to your logic, Deafwasp and/or Aircraftkiller, (not trying to flame, just pointing out), we should not be using w3d importers. We should look at every byte with.....well.....know what? We can't. If we don't use tools. The very thing you're using right now is a tool, yes a computer. So is wordpad, notepad, 3DS Max, and the list goes on and on. See what I'm pointing at? If we don't use tools, nothing gets accomplished, as every thing is essintally a tool. So are your lungs (although i guess that would depend on point of view/opinion). You can't open up a w3d file without a tool to see what the bytes are. You can't make a model without a modeling tool (ie, 3DS Max, Gmax, etc). This is just simply making it easier to make a layout. If we should ditch a script like this then I guess we should also toss out E-Mail and go back to pencil and paper, no?

Subject: New Plugin --- !

Posted by [bigwig992](#) on Fri, 11 Apr 2003 23:12:14 GMT

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StoneRook is right, I made a quick little "areana", but it took be awhile because I still had to weld vertices set elevations and all, the only thing I like about this tool is its ability to fill in a "walled in area" with a perfect fitting plane. And I love how it selects and deselects things, I just find that amusing... :rolleyes:

Subject: New Plugin --- !
Posted by [SomeRhino](#) on Fri, 11 Apr 2003 23:19:13 GMT
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I haven't really looked at the tool, but it sounds like most of what it does could be accomplished using my favorite function: extrude. I'm probably wrong.

Subject: New Plugin --- !
Posted by [Bumpaneer](#) on Fri, 11 Apr 2003 23:21:26 GMT
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Your not

Subject: New Plugin --- !
Posted by [General Havoc](#) on Fri, 11 Apr 2003 23:37:18 GMT
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Subject: New Plugin --- !
Posted by [mike9292](#) on Sat, 12 Apr 2003 15:41:55 GMT
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General Havoc is that a level

Subject: New Plugin --- !
Posted by [General Havoc](#) on Sat, 12 Apr 2003 16:12:27 GMT
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It was meant to indicate a flame war. It's off horurglass with a flamer and a soldier standing on the airstrip.

Subject: New Plugin --- !

Posted by [Halo38](#) on Sat, 12 Apr 2003 16:21:25 GMT

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General Havoc

I LMAO when i saw that Pic!!!! seeing a normal soldier stand up to a FT like that is just comical!! lol

Subject: New Plugin --- !

Posted by [mike9292](#) on Sat, 12 Apr 2003 16:40:17 GMT

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i have to think before i post

Subject: New Plugin --- !

Posted by [Dunt](#) on Sun, 13 Apr 2003 05:23:38 GMT

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sry but hows it installed ??

i just get error msg's

Subject: New Plugin --- !

Posted by [mike9292](#) on Mon, 14 Apr 2003 05:47:29 GMT

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Duntsry but hows it installed ??

i just get error msg's your not alone i have that to so SOMEBODY HELP

Subject: New Plugin --- !

Posted by [Deafwasp](#) on Mon, 14 Apr 2003 07:33:19 GMT

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DanteDeafwaspyes everyone should make their levels by hand. Or else we will see a host of maps that consist just of a one floor building with many walls and doorways. Then they go into commando and drop in some barrels and crates and you have a new age of crap.

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How can you say anything of mine is crap when the only thing I released was one map, Cambodia. And a ton of people like it. Accept I have learned a lot after that map was finished, my skills have improved. I admit now that that map wasn't as good as it could have been.

And I am working on a few maps now that definatly top it.

I don't release crap, I hide my not so good work in a folder. I am not good enough yet, I am not at a level where I feel comfortable releasing my work.

Soon I may release another map, but I assure you I will not release crap.

Subject: New Plugin --- !

Posted by [bigwig992](#) on Mon, 14 Apr 2003 10:52:18 GMT

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mike9292Duntsry but hows it installed ??

i just get error msg's your not alone i have that to so SOMEBODY HELP

Unzip all the files to C:\gmax\gamepacks\westwood\renx\scripts

Then in RenX click on Maxscript, then Run Maxscript. Find

C:\gmax\gamepacks\westwood\renx\scripts and click on the GL builder, then it should work.

Subject: New Plugin --- !

Posted by [Dunt](#) on Mon, 14 Apr 2003 14:05:53 GMT

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Thx bigwig, problem solved
