Subject: Thinking of making a driving simulator. need instructions
Posted by NightShadow[NS] on Sun, 27 Apr 2003 09:25:06 GMT
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I was playing gta3 and suddenly wanted to make my own city. But of course its impossible. Since mapping for gta3 is impossible as of now. I think.

Anyway, since i am familiar with discreet products, i was thinking of making my hometown using the GMAX/3DS MAX .

I've never made a map and this is my first time modding. Can someone guide me or assist me in making this map come true?

Subject: Thinking of making a driving simulator. need instructions
Posted by ArUsH4nII on Sun, 27 Apr 2003 09:56:25 GMT
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I've thought about doing that heaps while playing GTA3

although im too young (12) to do naything

i reckon it'd be soooooooooo sweet
it would totally OWN

Subject: Thinking of making a driving simulator. need instructions
Posted by bigwig992 on Sun, 27 Apr 2003 17:02:22 GMT
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Get RenHelp.

Subject: Thinking of making a driving simulator. need instructions
Posted by Sir Phoenixx on Sun, 27 Apr 2003 18:44:59 GMT
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Doing some cars in gmax wouldn't be a problem (that's if you can get some modelers that can actually model), it's getting them to behave like real cars using Renegade that is the problem. Maybe you could find a free open source race game engine somewhere on the internet...

Subject: Thinking of making a driving simulator. need instructions
Posted by maytridy on Sun, 27 Apr 2003 20:49:03 GMT

Are you talking about having cars that drive themselves? Like AI cars? If so, you could just have them follow waypoints, like the harvester.

Subject: Thinking of making a driving simulator. need instructions
Posted by Sir Phoenixx on Sun, 27 Apr 2003 23:47:53 GMT

maytridyAre you talking about having cars that drive themselves? Like AI cars? If so, you could just have them follow waypoints, like the harvester.

I'm mostly refering to car physics. Making cars that actually behave like cars (turning, breaking, gears, sliding out of control, power sliding, etc.)

And maybe the AI. Unless it's possible to have a dozen or so way point paths that the cars can follow and have them randomly choose one path to follow, then it would suck. They'd be following the same exact path everytime.

Subject: Thinking of making a driving simulator. need instructions
Posted by maytridy on Sun, 27 Apr 2003 23:50:55 GMT

yeah, you're right, they wouldn't be very realistic, but i think that its as close as we're going to get with Renegade.

Subject: Thinking of making a driving simulator. need instructions
Posted by NightShadow[NS] on Mon, 28 Apr 2003 08:13:39 GMT

actually the physics in renegade is fine. i just want to make my city. i have no intention of making civilian cars drive yet. just a ghost town where i can drive around my self made city in a humvee for example.

is a city sized map allowed in renegade? is modelling and texturing in gmax the same like in 3d studio max?

is there a better way to make maps besides downloading the 22MB file (im using dial up 33.6 k. 56k got zapped. cant afford anything new. am student)

Subject: Thinking of making a driving simulator. need instructions
Posted by Sir Phoenixx on Mon, 28 Apr 2003 12:20:17 GMT

NightShadow[NS]actually the physics in renegade is fine. i just want to make my city. i have no intention of making civilian cars drive yet. just a ghost town where i can drive around my self made city in a humvee for example.

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Gmax is 3dsmax 4 but with some of it's professional features stripped. It would be almost exactly the same.

A map that size would be allowed, although it would probably slow the game down some. You have to download and use the 22-27mb gmax, the renx gamepack (2-5mb?) and the renegade public tools (like 20mb or something like that). If you manage to get the 3dsmax .w3d tools from EA, then you'd only need the renegade public tools.

Subject: Thinking of making a driving simulator. need instructions
Posted by maytridy on Mon, 28 Apr 2003 19:24:41 GMT

I have 3Ds Max 5, and the texturing is TOTALLY different than Renx.

Subject: Thinking of making a driving simulator. need instructions
Posted by PiMuRho on Mon, 28 Apr 2003 20:05:43 GMT

That's because RenX uses a custom script for the texture properties

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Subject: Thinking of making a driving simulator. need instructions
Posted by Sir Phoenixx on Mon, 28 Apr 2003 20:45:28 GMT

maytridyI have 3Ds Max 5, and the texturing is TOTALLY different than Renx.

Actually, no it isn't.

Subject: Thinking of making a driving simulator. need instructions
Posted by Sk8rRIMuk on Mon, 28 Apr 2003 21:28:52 GMT

Sir PhoenixxmaytridyI have 3Ds Max 5, and the texturing is TOTALLY different than Renx.

Actually, no it isn't.

I second that motion...

It's pratically identical.

-Sk8rRIMuk

Subject: Thinking of making a driving simulator. need instructions
Posted by maytridy on Mon, 28 Apr 2003 21:42:39 GMT

I said RENX not GMAX. Gmax is the same as 3Ds Max 5, Renx is not.

Subject: Thinking of making a driving simulator. need instructions
Posted by PiMuRho on Mon, 28 Apr 2003 22:15:26 GMT

PiMuRhoThat's because RenX uses a custom script for the texture properties

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Subject: Thinking of making a driving simulator. need instructions
Posted by NightShadow[NS] on Tue, 29 Apr 2003 07:17:37 GMT

ok thanks people. now i need to see if my pal SHADY would send me the programs.

Is RenX an editor? is it for modelling or something? do i use GMAX for the mapmaking? Coz i only got skills with 3DS/GMAX.

Subject: Thinking of making a driving simulator. need instructions
Posted by ArUsH4nIl on Tue, 29 Apr 2003 10:17:34 GMT

I think RenX is an editor...but im not 100% sure

Subject: Thinking of making a driving simulator. need instructions

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Posted by Sir Phoenixx on Tue, 29 Apr 2003 12:29:25 GMT
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ArUsH4nIII think RenX is an editor...but im not 100% sure

Renx by it's self isn't an editor. Renx is a gamepack (a plugin of sorts) for Gmax. It gives Gmax it's ability to work with Renegade's .w3d format and other settings required for it's models.

Subject: Thinking of making a driving simulator. need instructions
Posted by ArUsH4nII on Tue, 29 Apr 2003 21:30:16 GMT
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oh....thanks Phoenixx

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