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Subject: Renegade: I Need Help!!! W3D, RenX etc...  
Posted by [TheatreRaptor](#) on Sun, 25 May 2003 01:27:13 GMT  
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To Those Who Know About the Renegade Editor Programs,  
Hello. I have downloaded GMax, RenX, and the Renegade Level Editor. I did this some time ago and have been getting information from various sources on how to make my own level. I have failed. I come to you now in hopes that someone that reads this will know the answer to all of my questions, or at least some of them.  
Well, I have a few problems. I hope to soon be able to make awesome levels :twisted: but don't know if I will ever be able to. All I need to know is the things that I don't understand. I don't seem to understand how to use the editor tools very well. :huh: You see:

[list=1]  
[\*]When I try to make the outside of buildings in the Renegade Editor it comes up with a something is slow thing at the bottom of the screen and ends up doing nothing. I originally thought that this might have just been there there was an error from download but I have deleted and redownloaded the program three times and still the same thing. No building is made. I can get the inside, the animation, the damageability, even most PCT's but not the outside of buildings.  
[\*]My next problem is in the textureing of things. I can not figure out how to give my terrain any texture. I have this infantry level built only for infantry fighting in a giant cave but i can't get the cave to be anything but one solid color.  
[\*]My last problem occurs with the lighting. I put all kinds of lighting in RenX and it looks great but that doesn't transfer so I assume that this is not the place. In the Renegade Editor I can't seem to find anything but one lighting thing and that doesn't actually create any light from what I can tell.  
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If anyone could help me understand these features in the Renegade editor or tell me of another way to make levels for Renegade, It would be much appreciated. Thank You VERY much for reading this. I look forward to your response.

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Subject: Renegade: I Need Help!!! W3D, RenX etc...  
Posted by [bigwig992](#) on Sun, 25 May 2003 02:02:35 GMT  
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Alrighty.  
For #1, the buildings. You can't "create the building" in Commando Editor, all you do is create the "controller". This brings the building (which you make in RenX) to life. So make the building in RenX. In RenX go to File>RenX Object. Click Add and go to C:>Program Files>Renegade Public Tools>How To>Multiplayer map>Map Template. Then you can choose between flying and non-flying buildings. Click OK after you selected it. On the next screen click all and all the names should become highlighted. Click OK. If it asks you to merge transform animation click no. No your back at the RenX Object screen. Just exit. Now you should see models of all the buildings in Renegade. Now when you export your terrain into commando editor, you click the create building

button. You position those building "controllers" I told you about earlier, and put them as close or hopefully inside the building it belongs to.

#2. In RenX find and click the Renegade Material Editor. Give it a name, and select from the dropdown list what kind of material it is (example: grass, dirt, water). Now click on Pass 1 tab, then on the Textures tab. Check the stage 1 texture box. Now click on "none". Now find the texture you want, and open it. Once you've picked it, click on the "display" button to the right. Then look for the icon that says "Apply Material to Selection" when you put your mouse over it. Now if you have your terrain selected you can click this. If not, click on your terrain, then click this button. Now if you don't see your texture yet, or it looks crappy, look on the far right tool bar of renx. Look near the top of the toolbar, and find the tab that looks like a blue arc rainbow. Click on it. Now you should see a drop down list that says "Modifier List". Click on the drop down, and scroll down until you see "UVW Map". Once selected your texture should look differently. Now select what kind of object you have (plane, cylinder, box, etc). After you select it, your texture should look decent. Now look at the U, V, and M underneath it. Punch in numbers there, and experiment around until you get your results. Just play with it. Now after you export, put all the textures you put on your objects, in your C:>Program Files>Renegade Public Tools> Level Editor> (your mod package name)>Editor Cache folder. Now when you open it up in commando, everything should be right.

#3. Renegade can't read lights that you put in RenX. So don't do it. The lighting tool you find in Commando you can change. Click "Temp" or "Add", now you can click on the grey colors in the Settings tab and change them to what you want. After you made your changes, click ok, and make them around your map. Now look at the top of commando, look for lighting. Click on it, scroll down and click "Computer Vertex Problem". Check "Check Occlusion" then click ok. Now it might take a minute or two depending on how big your map is, and how many lights you placed. But after it's done you should have lights all over your map. Whenever you add more lights, click computer vertex problem again and again.

Hope this helped all your problems, and keep having fun modding renegade. If you have any more problem, email me. [kidrage11@attbi.com](mailto:kidrage11@attbi.com)

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