
Subject: im new to renx/gmax, but would like to make some maps....

Posted by [dufis791](#) on Wed, 03 Sep 2003 22:12:22 GMT

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hey yall, just like the subject says, im new at using renx/gmax and even the ren mod tools.... i would love to make my own map, but i cant really make a good 1..... i can modle any of the basic shapes, nothing more, just look at those hills, and mountaing is ACKs maps!!!! i dont really want nething fancy like that, just some landscape.

also, i would like help on skins and veicals. i know im sounding retarded and such, but hey, ya gotta start some where!

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [maytridy](#) on Wed, 03 Sep 2003 22:41:04 GMT

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And we can help you, how?

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [dufis791](#) on Wed, 03 Sep 2003 22:41:55 GMT

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um.....tips hint ect...

the tutorials are down neway, plus they dont help u w/ this part....

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [Beanyhead](#) on Wed, 03 Sep 2003 22:42:33 GMT

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<http://www.cncden.com> has a great mapping tutorial created by Aircraftkiller. It might be able to help you out.

If anyone has the link to SomeRhino's tutorial?

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [Laser2150](#) on Wed, 03 Sep 2003 22:43:06 GMT

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yes you do.

anyway,

Making a map is usually the best way to learn the mod tools. Vehicles/weapons/and characters a slight more complex.

I would point you to Renhelp, but the only place i know to get it is down

Remember: don't be afraid to experiment.

Now to mapping.

to usually start out you should just make a plane , give it some segs, and make it small about 50x50.

convert it to editable mesh by right clicking and moving the mouse over convert to. Then click editable mesh.

You will see a bunch of red icons appear in the toolbar to the right. if you don't make sure you converted it right.

Click the 3 dots that says "vertex" this puts a bunch of pretty blue dots on your plane.

Click on one, it will turn red. Red means its selected, and you can pick more then one by holding CTRL and clicking on more.

For me, i picked the middle ones .

You will see that crazy Y/X/Z arrows on it, make sure your on "select and move" and then raise them up some on the Z axis "up"

And look! you got a form of terrain!

try raising them up more and then selecting the ones from outside of it. Raise those and you got a hill!

Experiment and learn what everything does.

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [dufis791](#) on Wed, 03 Sep 2003 22:46:04 GMT

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COOL THANX!!! lol, now, im having probs w/ exporting the map, then runing it in level edit....i know to click "add" the add it to the "terrain" group and what ever, then hit "make" but it dont work.....

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [Laser2150](#) on Wed, 03 Sep 2003 22:49:25 GMT

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Exporting:

1) preparing for export:

select everything you want that people can walk or touch (not buildings, leave them alone)
on the toolbar, click the hammer on the tabs.

Click the W3D settings

Go down to the 5 checkboxes:

Projectile/vehicle/camera/vis/and physical.

Check Projectile, camera, and Physical.

This keeps you from falling to hell. :twisted:

2) exporting from Renx:

Deselect everything and save for map.

Click opens>export

A browse window appears. when this does Type the name you want for it, like "myfirstlevel".
Make sure it says W3d below it, not plasma.

click save or export "forgot what it says" then a box will appear with a bunch of stuff.

Click the Renegade terrain.

and click ok

this will make you map in a .w3d file.

Now open leveledit and make a mod package. call it Newmap or something.

Double click it and open it up.

Now move you .w3d into the mod folder made at

C:/program files/renegade pub tools/ leveledit/(modnamehere) and place it anywhere in the folder.

now go back to leveledit and make a new map.

3) Making it work.

IN Leveledit find the part that says maps in the toolbar, click on it and hit the add button.

Give it a name and then click settings.

It will say null, click the folder button on the end of that text box and find your .w3d

click ok and click make.

Add a GDI spawner. under Objects>spawners

click export .pkg and click ok.

Start renegade and make a lan game for only you. (1 player)

Start up the map!!! horray!

If you fall though the level, you forgot the w3d settings!!!! go back and fix them. then re export.

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [dufis791](#) on Wed, 03 Sep 2003 22:53:06 GMT

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to specify.....i know how to export it..... it may be the map..... but it dont show nething but a flat plane, that is bluish, nothing more.....

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [Laser2150](#) on Wed, 03 Sep 2003 23:04:40 GMT

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well yeah, you gotta add everything
you use more then one plane and stuff.

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [dufis791](#) on Wed, 03 Sep 2003 23:07:29 GMT

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so, dont use multipul planes? lol ok

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [Laser2150](#) on Wed, 03 Sep 2003 23:14:46 GMT

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where do you see that? it means make more planes.

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [dufis791](#) on Wed, 03 Sep 2003 23:17:50 GMT

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lol.....but y cat u set the buildings as "solid" or "colidable..... now i can walk through them!!!! lol

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [dufis791](#) on Wed, 03 Sep 2003 23:18:47 GMT

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lol...i may in the future PM u if i need mor help! lol

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [General Havoc](#) on Wed, 03 Sep 2003 23:42:49 GMT

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<http://www.renhelp.co.uk> May be of some assistance

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [dufis791](#) on Wed, 03 Sep 2003 23:45:17 GMT

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HEY! THANX ALOT!!!! its gonna b book marked in 2 seconds from.....

.....

...

now

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [kopaka649](#) on Thu, 04 Sep 2003 00:41:32 GMT

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lol anyone know where the renhelp.chm help file is?

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [dufis791](#) on Thu, 04 Sep 2003 00:43:11 GMT

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the what?

Subject: im new to renx/gmax, but would like to make some maps....

Posted by [ericlaw02](#) on Mon, 08 Sep 2003 08:25:33 GMT

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RenHelp is not down,i think,cause the link is still here : <http://www.renevo.com/RenHelp1.9.zip>
