Subject: How to?
Posted by Nightma13 on Wed, 26 Mar 2003 18:42:28 GMT
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ok i no im asking ALOT here :oops:

but i currantly have an idea on a map but i only lernted how to make maps a few weeks ago so could some1 plz tell me to use the following things and wether to do it in cammando edit or renX? :oops:

-make holes in planes

-add tiberium silos into the map

-add gun emplacements into the map (the 1s dat GDI have on glacier flying)

-add turrets into the map

-add a river and water fall (like in field)

-have tunnels lkeading up to the top of the waterfall like in field then come down the same way and lead to enemy base

-have the things on the side of the waterfall like on field

dats basically it i no its ALOT :oops: but i have an idea 4 a really GOOD map :bigups:

Subject: How to?
Posted by General Havoc on Wed, 26 Mar 2003 19:04:58 GMT
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Everything must be done in RenX except the turrets and gun emplacements. You will need to larn how to use RenX though, it isn't as easy as it may seem and requires some practise. Basically the majority of visual things are done in RenX then imported into Leveledit.

_General Havoc

Subject: How to?
Posted by Captkurt on Wed, 26 Mar 2003 19:13:14 GMT
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You use RenX to make your terrain, add buildings, mountains etc. There are different ways to

make Tunnels, Mountains, I found the Boolean tool to be the best for me in making these items, you can get my tutorial on how to use the Boolean Tool here http://www.nodnl.net/
it's called "Using the Boolean tool"

 If you need more help let me know and I'll do what I can to assist you.

Some of the maps I've made can be found here
 http://www.cox-internet.com/kleboeuf/

Subject: How to?
Posted by Nightma13 on Wed, 26 Mar 2003 19:42:26 GMT
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so all im really getting is wat to do each 1 in (renx or cammando edit)

and some1 recomended the bolean tool so nothing about HOW to do them

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Subject: How to?
Posted by Captkurt on Wed, 26 Mar 2003 20:01:23 GMT
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"Nightma13"so all im really getting is wat to do each 1 in (renx or cammando edit)

and some1 recomended the bolean tool so nothing about HOW to do them

If you get my tutorial like I said and read it you'd learn how to do it, I can't do any more than that. what is it you want? God helps those who help themselves.

Subject: How to?
Posted by Nightma13 on Thu, 27 Mar 2003 18:14:06 GMT
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lol :rolleyes: i mean like the tunnels wat r they boxes??? tubes??

and when i set them how do i make the whole in the box so u can walk in and out and also u dint mention nething about how to do the turrets and gun emplacements :rolleyes:

Subject: How to?
Posted by Sir Phoenixx on Fri, 28 Mar 2003 01:11:43 GMT
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You can make a box and use Boolean to cut a hole in it to make the tunnel... You can make a tube with alot of segments and sides and shape it to form the tunnel (This would be better), You can use just about any shape as long as you know how to form a tunnel from it.

Subject: How to?
Posted by Captkurt on Fri, 28 Mar 2003 03:57:28 GMT
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I've made tunnels using both of the aforementioned methods and have to say that I recommend the Boolean meathead. But it really depends what your doing. I can make really precise tunnels with turns, ramps bends etc. Using the Boolean tool, but you have to have some experience in it to learn how to do it. You only get experience by jumping in and trying to learn it. But I tell you this because like I said I've made tunnels using all the above-mentioned ways and then some others, but always find my self coming back to the Boolean tool.
I recommend you get my "Using the Boolean tool" tutorial from http://www.nodnl.net/
 You can see some of my tunnels if you down load this map.
http://www.cox-internet.com/kleboeuf/

Subject: How to?
Posted by Nightma13 on Fri, 28 Mar 2003 16:48:02 GMT
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guess ill b useing the boolean tool capt thxs

so does ne1 no how to do the rest of the stuff i said?

Subject: How to?
Posted by Captkurt on Fri, 28 Mar 2003 21:30:59 GMT
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"Nightma13"guess ill b useing the boolean tool capt thxs

so does ne1 no how to do the rest of the stuff i said?

If you need I guess I could wip out a new Tunnel Tutorial. but I would need to haer from others if they could/would find it usefull before I devote the time.

Subject: How to?
Posted by Nightma13 on Sat, 29 Mar 2003 11:44:06 GMT
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hhhmmm id find dat usefull

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y is no1 telling me how tod o any of the other stuff? :huh: :dontgetit: