Subject: Putting Buildings into maps (N00b map making)
Posted by bighairybear on Tue, 03 Feb 2004 20:47:58 GMT
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I started making a map, my first ever map. I made a good terrain mesh with textures, a few spawn points and got it working. Now the only thing im lacking is the bases. .
The rentools i download came with a file that has standard flying buildings already made (flying_building_setup.gmax) in the level edit directory.

How do i get these building into my make & make them work. There probably a tutorial on this out there somewhere but i cant find it.

Subject: Putting Buildings into maps (N00b map making)
Posted by General Havoc on Tue, 03 Feb 2004 21:14:38 GMT
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The best way, if your starting you map from scratch is to work around the template. Some objects in the template are frozen, so you need to un-freeze them to get them to move.

Other than that you can make a new map and use the gmax "X ref objects" (cross reference objects) feature to import parts of the file. All Nod structures have the prefix "MNXXX^" and all GDI ones have "MGXXX^" where "XXX" is the building name.

Basically you place the models in the template on your map then you export it all as terrain. When you inport to Level Edit you need to add building controllers to the structures.

Subject: Putting Buildings into maps (N00b map making)
Posted by bighairybear on Fri, 06 Feb 2004 12:50:12 GMT
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Thankyou. I got the building's working now.

Ah but i cant get the AGT & OB shoot

Subject: Putting Buildings into maps (N00b map making)
Posted by laeubi on Fri, 06 Feb 2004 13:35:20 GMT
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check renhelp's FAQ and Tutrial Section, msot questiones are answerd there.