
Subject: Re: Building Tut out yet?

Posted by [Oblivion165](#) on Sun, 11 Sep 2005 22:27:05 GMT

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Ok first things first.

Goto: <http://www.oblivionabre.com/RenInstall.html>

Follow the instructions for "People who need to start modding:"

Note: I often use "~" as a symbol for "Next" or "Then"

When all is installed goto "C:\gmax\gamepacks\Westwood\RenX" and right-click the link called "RenX" ~ Send to ~ Desktop(create Shortcut)

Should look similar to this on your desktop:

Double-Click the link ~ If it asks for a serial, simply register at the link that's provided on the window.

Now download "Sectors Example.gmax" from my attached files. Save it to your desktop, and in Gmax goto File ~ Open ~ (Your Desktop) ~ "Sectors Example.gmax"

It should look something like this:

Now goto "C:\Program Files\RenegadePublicTools\LevelEdit"

Right-Click Leveledit.exe ~ Send to ~ Desktop (create shortcut)

Double-click the new link, and when it shows this:

Hit "New" ~ Name it "tutorial work" ~ hit "Ok"

when it's finished loading, you should just see a blue. Go back to Renx and hit File ~ Export ~ Goto "C:\Program Files\RenegadePublicTools\LevelEdit\Tutorial Work" and Save as "Sectors.w3d" ~ Set the next window to "Renegade Terrain" and hit ok.

Switch back over to LevelEdit and do this:

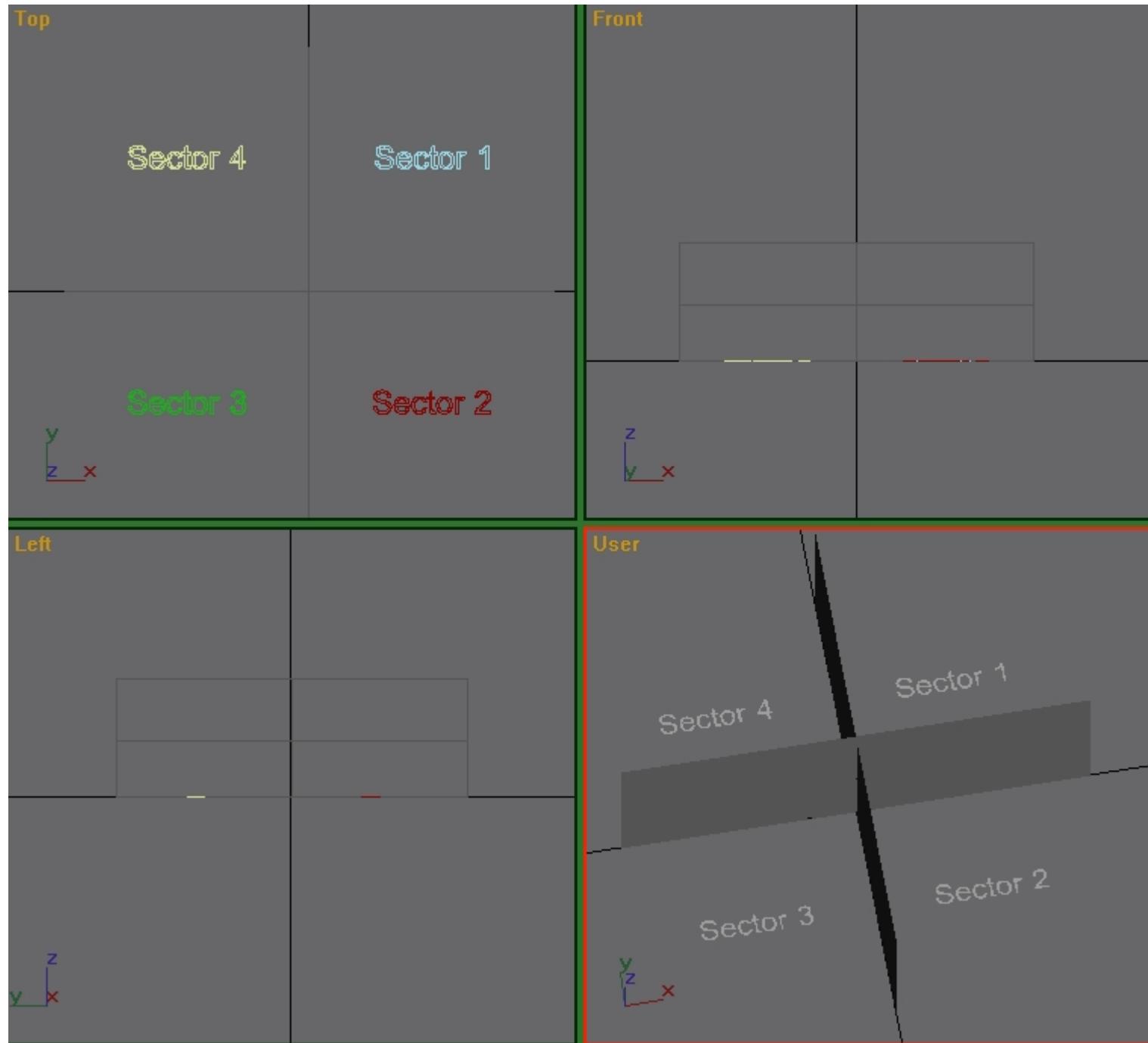
Ok that's all of part 1, I'm still working on part 2. Uploaded in a few minutes.

File Attachments

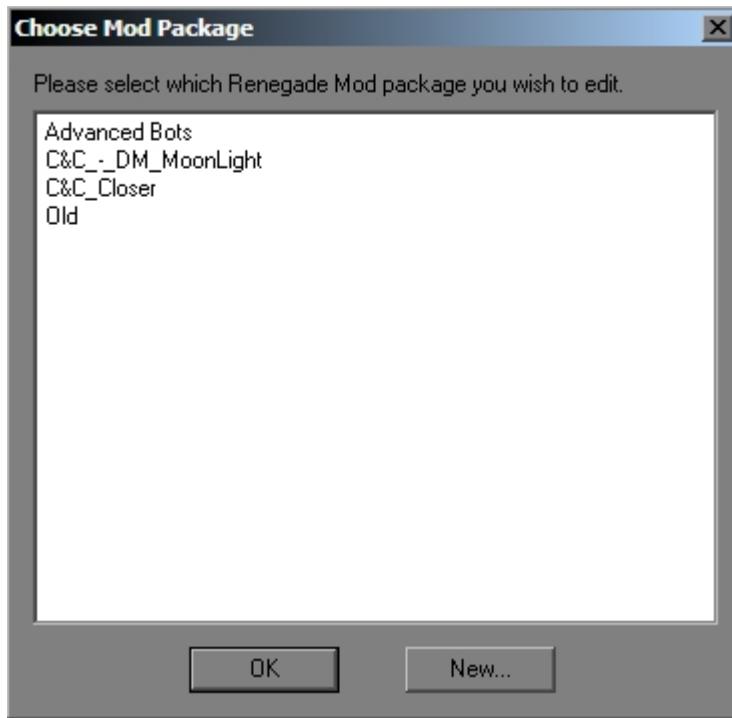
- 1) [SM Tut Img 1.jpg](#), downloaded 441 times



- 2) [Sectors Example.gmax](#), downloaded 104 times
- 3) [SM Tut Img 2.jpg](#), downloaded 433 times



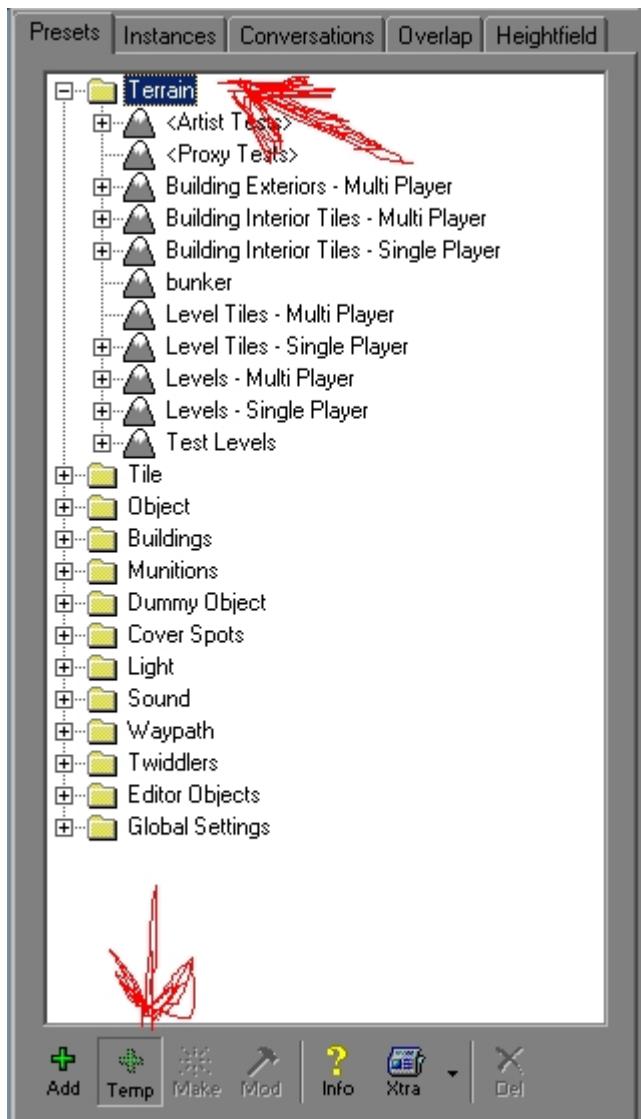
4) SM Tut Img 3.jpg, downloaded 438 times



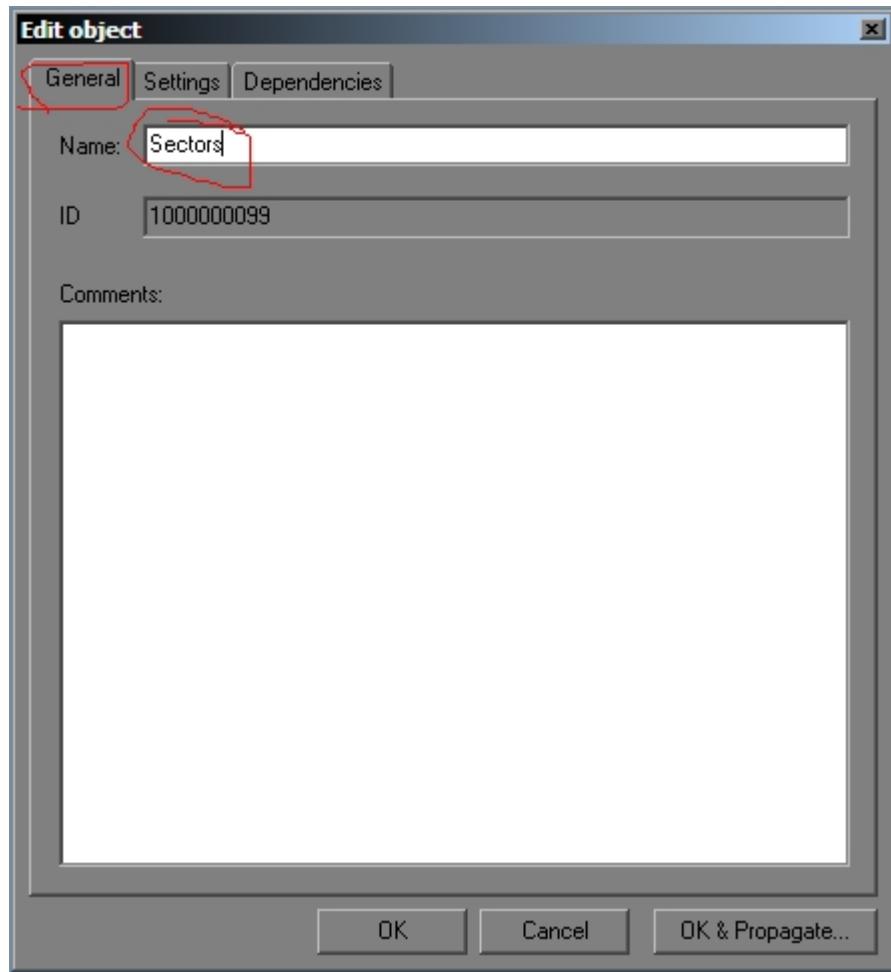
5) SM Tut Img 4.jpg, downloaded 431 times

Save as type: w3d (*.W3D) ▾

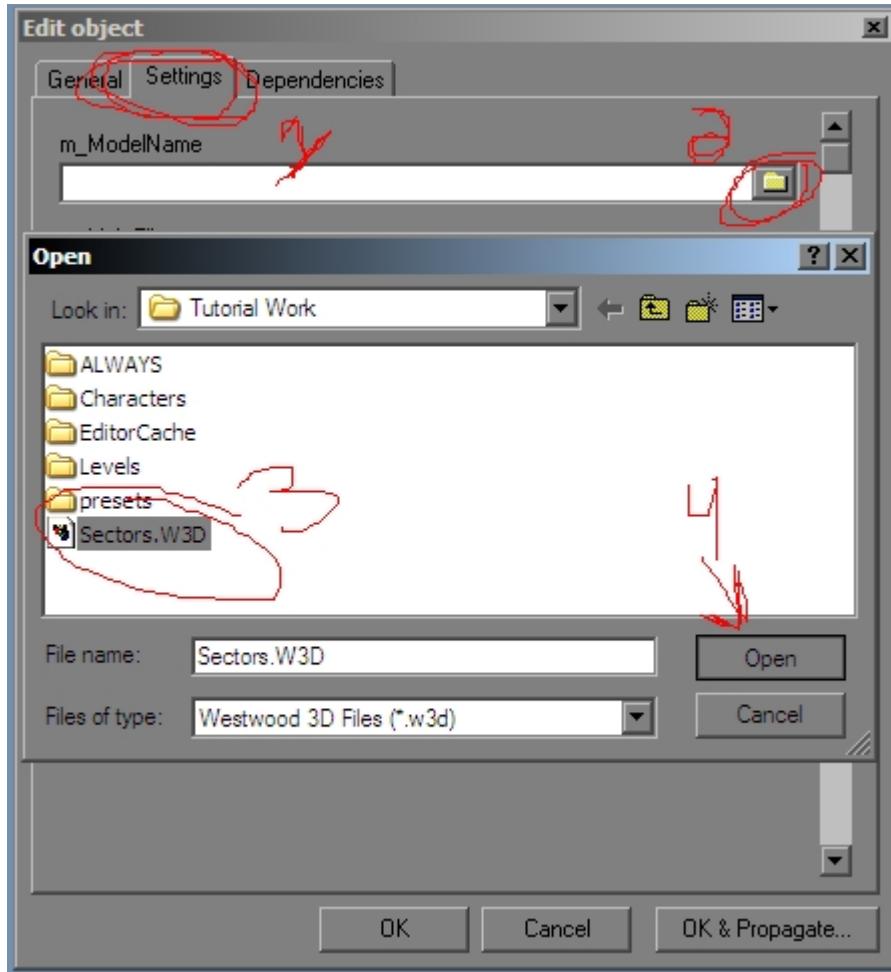
6) SM Tut Img 5.jpg, downloaded 436 times



7) SM Tut Img 6.jpg, downloaded 426 times



8) SM Tut Img 7.jpg, downloaded 432 times



9) SM Tut Img 8.jpg, downloaded 427 times

