Subject: Importing your own Gmax file as a preset Posted by sauron--the--king on Sun, 21 Nov 2010 23:13:13 GMT View Forum Message <> Reply to Message

Hello,

I've been using scripts and making maps for some time, but I've never worked with Gmax. Now I've made my own Gmax file. It's the floor-plan of Mission 10:

Now I want to import this to my own made map as a preset (Mission 10 but then multi-player and much more fun). In the mission GDI has to destroy the base. NOD is inside a place where GDI can't come, with this floor-plan on the ground (in big, about 5 meters in length). NOD will be able to see where the GDI player(s) is/are on this floor plan. Each time a GDI player enters a zone, a small black dot will be made on this floor plan on the place where the GDI guy is. When GDI walks for a while, the NOD players will see where GDI is and will then be able to teleport to them. So I need this floor-plan be imported in the map (big and moderate/high quality) as a preset. Can someone explain me how to do this? If there is an easier way to to it, please tell me.

Thank you in advance, Kind regards, Sauron

File Attachments

1) screenshot.png, downloaded 1064 times

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