Subject: Water
Posted by BabyCatjuhh on Sun, 20 Jun 2004 07:23:45 GMT
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How do I make water/waterfall and a bridge? Do I need to use Gmax or LevelEdit?

Subject: Water
Posted by PermaGrin on Sun, 20 Jun 2004 07:25:16 GMT
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to "make" anything "yourself" would require gmax/renx

Subject: Water
Posted by BabyCatjuhh on Sun, 20 Jun 2004 07:55:29 GMT
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Ok.. And I tried to load a building in my LE, I converted it to .w3d using renX but it won't show up in LE :/ it doesn't give errors, and I did at it t the terrain library, and then I clicked make. It's not working at all.. anyone have a tutorial for this? :/
And when I use Buildings_setup.gmax and I move the buildings I see there's no ground under them.. I read somehwere I have to do this when I want to add buildings myself,I believe on CNCDen, but that tutorial is confusing me so I don't know how to do that :/

Subject: Water
Posted by Spice on Sun, 20 Jun 2004 15:55:50 GMT
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Use the tutorial I posted. You can make water in level edit. Of course you would have to be making a heightfield map.

Subject: Water
Posted by BabyCatjuhh on Sun, 20 Jun 2004 17:02:06 GMT
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EXdeath7Use the tutorial I posted. You can make water in level edit. Of course you would have to be making a heightfield map.
I tried that, I used some kind of water texture, but it's not deep o0 and you won't see water splashing when you're walking through it, in fact you're walking on top of it instead of in it o0

Subject: Water

Posted by Tidu on Sun, 20 Jun 2004 19:42:47 GMT
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BabyCatjuhh
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Waht do you mean you see no floor?

if you see the texture under the building, like grass instead of the real floor, then go into renx, go to the Left/Right view, and put the bottom line of the building on the line of the ground.

if you see no floor, liek you fall through, then i have no clue.

you seem to be having a lot of crashing problems etc. is your pc old?

Subject: Water
Posted by icedog90 on Sun, 20 Jun 2004 19:49:02 GMT
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You won't see water splash in Level Edit. The reason why you are walking on top of your water is because you're not thinking and you didn't turn its collision off.

Subject: Water
Posted by Spice on Sun, 20 Jun 2004 20:15:15 GMT
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Yes and leave projectile on.

Subject: Water
Posted by BabyCatjuhh on Mon, 21 Jun 2004 06:31:59 GMT
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TiduBabyCatjuhh
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No, my pc is quite new actually. The only thing I keep crashing with is the Build Dynamic Culling system with LE. I mean, when you start up buildings_setup.gmax, and yu move a building, there's no plane under it. I believe this is so that you can enter the building without getting stuck. But I don't know how they moved the pieces of the plane the building is on, and since there's no real tutorial on that It'd be nice if there was one, which is explained clearly.

Subject: Water
Posted by icedog90 on Mon, 21 Jun 2004 21:07:33 GMT
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By the way you are talking and explaining things, it really sounds like you don't know what you're doing. Go to www.renhelp.co.uk for tutorials on what you're currently doing.

Subject: Water
Posted by BabyCatjuhh on Tue, 22 Jun 2004 13:11:08 GMT
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icedog90By the way you are talking and explaining things, it really sounds like you don't know what you're doing. Go to www.renhelp.co.uk for tutorials on what you're currently doing.
I've been reading those over and over again. One of the tutorials I'm looking for isn't on their site, like, putting all the buildings in a .gmax file just like in buildings-setup.gmax. The only tutorial I can find there which comes a bit close to what I want is making a terrain in Gmax. But I don't need that :/

Subject: Water
Posted by pulverizer on Tue, 22 Jun 2004 14:30:41 GMT
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this is a good tutorial:
http://www.wildfiregames.com/insurrection/tutorials.shtml

And this one:
http://www.cncden.com/ren_map_tutorial.shtml

Subject: Water
Posted by BabyCatjuhh on Tue, 22 Jun 2004 15:14:55 GMT
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slayerthis is a good tutorial:
http://www.wildfiregames.com/insurrection/tutorials.shtml

And this one:
http://www.cncden.com/ren_map_tutorial.shtml
I tried them both. The first one is ok, but once again, it uses buildings-setup.gmax. I want to add buildings myself, without getting errors like 'clipping errors'.

The second one, (I believe it's from ACK) is confusing me in some part, so I get stuck.
Now, you can see the coordinates at the bottom right. The coordinates are what you really need right now. Leave them down in that bottom corner and unselect your edge of the CY by clicking again on the Edge button. Click on the plane you made earlier and click on the edge button. Refer to Figure 7.

 Figure 7

You can see that the plane's edge and the Construction Yard's lower edge are matched up properly. You eliminate clipping errors this way. Clipping errors are those annoying holes in terrain that do not belong there. For each side of the Construction Yard, do the same until you have finished the terrain matching to the CY. It shouldn't be difficult, although it is a bit time consuming.

That part -_-

Subject: Water
Posted by PermaGrin on Tue, 22 Jun 2004 15:50:20 GMT
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its saying "align the edges of the terrain with the edges of the CY by selecting edges of the terrain." ofcousre u could also do it by verts and faces, but they all yeild the same result.

Subject: Water
Posted by Spice on Tue, 22 Jun 2004 22:34:48 GMT
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Make a mesh about 600x600 withing the buildings set up scence you loaded. Make the mesh have about 30 to 40 vertices on each set. Cut a hole in your mesh where you want you base to be. Put your buildings and the mesh that outline the buildings in there. Select your main mesh and then convert it to editable mesh. Then scroll down on the editable mesh toolbar. Select attach and attach your main mesh (the one that is 600x600) to your buildings mesh. then weld all the vertices. Now to make water just make some dents in your ground and make anotuher new mesh ontop of that and position so it is as deep as you want it. use matieral editor and set it to water and set the tranlucency to 1.0 and it will be see through. Set the desired collision propeties and export it and test it out. It may take awhile to get it the way you want it. Check the water tutorial on renhelp so you can make the texture you assign to it move in a direction. That will give it a flowing

affect.