

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Wed, 24 Nov 2004 12:00:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

How do you make a tree in RenX?

I understand how to actually make the template of a tree, its a cylinder with a load of planes sticking out of it. (so my mind tells me )

For the leaves of the tree I know it is a texture that has a picture of leaves in a black background.

What exact settings do you use in the Material Editor so that it makes the black background transparent/invisible?

Hope you get what I mean.

Cheers,

Andy.

Oh, and this is for an Xmas map for december.

[http://www.tfwclan.com/forum/forum\\_posts.asp?TID=1620&PN=0&TPN=1](http://www.tfwclan.com/forum/forum_posts.asp?TID=1620&PN=0&TPN=1)

---

---

Subject: Making a Tree?

Posted by [Madtone](#) on Wed, 24 Nov 2004 12:57:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ç/p050l0¤0Û1 1J1,1º1ò2\*2c2˘2Ô3  
3F3•3,3ñ4+4e4ž4Ø5 5M5‡5Â5ý676r6©6é7\$7`7œ7x8 8P8Œ8È9 9B9•9¼9ù:6  
:t:²:î;-;k;ª;è<'<e<¤<ã="=a=j=à> >`>  
>à?!?a?¢?â@#@d@!@çA)AjA-AiB0BrBµB÷C:C}CÀD DGDŠDÎE EUEšEƆF"  
FgF«FöG5G{GÀH HKH'HxI lcl©lðJ7J}JÄK KSKšKâL\*LrLºM MJM“MÜN%N  
nN·O

'WàX/X}XËY YiY,Z ZVZ!Zö[E[•[â\5\†\Ö]"x]É^ ^!^½\_ \_a\_3` `W`a`üaOaø

ØjGi¶ø&ø-£ £v£æ¤V¤Ç¥8¥©! !ç!ý\$ñ\$à"R"Ä©7©©ª

°u°ê±`±Ö²K²Â³8³®´%´œµ µŠ¶¶¶y¶ð·h·à,Y,Ñ¹J¹Â°;°µ»

---

Subject: Making a Tree?

Posted by [Madtone](#) on Wed, 24 Nov 2004 12:57:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

WTF?

---

---

Subject: Making a Tree?

Posted by [Doitle](#) on Wed, 24 Nov 2004 13:15:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Whoah! You didn't do that on purpose? That's the strangest forum error I've ever seen...

---

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Wed, 24 Nov 2004 14:29:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Let me speak on behalf of everybody...

Quote:Right.....

Re-phrase that

---

---

Subject: Making a Tree?

Posted by [Oblivion165](#) on Wed, 24 Nov 2004 15:00:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok start with a cylinder. bend it around and make it pointed at the top.

Make a texture with branches and leaves, and where you want to be transparent, make it alpha. then save the tga as 32 bit.

in RenX make a plane, apply that texture, then apply Alpha Blend.

---

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Wed, 24 Nov 2004 16:38:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

when you say "make Alpha"

is this in Photoshop?

If so, how do you do that?

All the rest of that I understand!

---

---

Subject: Making a Tree?

Posted by [Spice](#) on Wed, 24 Nov 2004 18:26:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You need the DDS plug-in for photoshop so you can save the alpha channels to work in game as far as I know.

How I make alpha channels , I use the background eraser in photoshop and do that. It doesn't work though.. I was told to make a new channel and name it alpha 1 then make everything black and save it as DDS. I'm not sure though.

---

---

Subject: Making a Tree?

Posted by [Oblivion165](#) on Wed, 24 Nov 2004 19:34:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

tga support alpha aswell.

in photoshop alpha looks like this:

---

---

Subject: Making a Tree?

Posted by [Aircraftkiller](#) on Wed, 24 Nov 2004 20:48:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Photoshop 7 does not support Targa transparency in the proper format.

---

---

Subject: Making a Tree?

Posted by [Oblivion165](#) on Wed, 24 Nov 2004 21:51:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

how is it not proper format, it works great.

---

Subject: Making a Tree?

Posted by [icedog90](#) on Wed, 24 Nov 2004 22:24:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

oblivion165ok start with a cylinder. bend it around and make it pointed at the top.

Make a texture with branches and leaves, and where you want to be transparent, make it alpha. then save the tga as 32 bit.

in RenX make a plane, apply that texture, then apply Alpha Blend.

I'd rather actually model the branches.

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Wed, 24 Nov 2004 22:40:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cheers Guys,

Not bad for a first time...

---

Subject: Making a Tree?

Posted by [icedog90](#) on Wed, 24 Nov 2004 22:52:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

You cannot show that yet! Christmas is not till AFTER Thanksgiving day.

Ç/p050I0#0Û1 1J1,1°1ò2\*2c2`2Ô3  
3F3•3,3ñ4+4e4ž4Ø5 5M5‡5Â5ý676r6@6é7\$7`7œ7x8 8P8Œ8È9 9B9•9¼9ù:6  
:t:2;ï;-;k;ª;è<'<e<¤<ã="=a=j=à> >`>  
>à?!?a?¢?â@#@d@!@çA)AjA-AiB0BrBµB÷:C:C}CÀD DGDŠDÎE EUEšEƆF"  
FgF«FðG5G{GÀH HKH'HxI lcl©lðJ7J}JÄK KSKšKâL\*LrL°M MJM“MÜN%N

nN·O

'WàX/X}XĖY YiY,Z ZVZiZö[E[•[â\5\†\Ö]]x]É^ ^1½\_ \_a\_3` `W`a`üaOaø

ØiGi¶ø&ø-£ £v£æ¤V¤Ç¥8¥©i |¡ý§n§à"R"Ä©7©©ª

°u°ê±`±Ö²K²Â³8³®´%´œµ µŠ¶ ¶y¶ð·h·à,Y,Ñ¹J¹Âº;ºµ»

Sorry, I don't speak Madtone.

---

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Wed, 24 Nov 2004 22:54:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yea, but I'm british, I'm allowed

---

---

Subject: Making a Tree?

Posted by [icedog90](#) on Wed, 24 Nov 2004 22:55:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hmm... ATLEAST I GET A BIG THANKSGIVING DINNER. Poo on you.

---

---

Subject: Making a Tree?

Posted by [Pendullum](#) on Wed, 24 Nov 2004 22:57:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

uuuum.... we...uum.... have big meals whenever we want

---

---

Subject: Making a Tree?

Posted by [icedog90](#) on Wed, 24 Nov 2004 23:15:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Damn, I got ownt.

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Wed, 24 Nov 2004 23:21:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

We have big meals every week (as a tradition). We call it Sunday Lunch, which includes Yorkshire Puddings, Turkey/Chicken/Beef, Mash Potato, Gravy, Broccoli, ColliFlower, Pea's...

Yum Yum

---

Subject: Making a Tree?

Posted by [YSLMuffins](#) on Thu, 25 Nov 2004 01:29:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

\_TFWxANDY\_ Cheers Guys,

Not bad for a first time...

[img]http://www.tfwclan.com/forum/uploads/TFWxANDY/images/2004-11-24\_223901\_xmas12.jpg  
[img]

lol...

---

Subject: Making a Tree?

Posted by [Aircraftkiller](#) on Thu, 25 Nov 2004 03:15:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

PS7 does not show Targa files with transparency in the actual alpha channel. It will make a new layer with the alpha white\gray areas erased from the texture map. Saving to Targa does not save alpha channels, either.

It seems only Photoshop 6 does this properly.

---

Subject: Making a Tree?

Posted by [Gernader8](#) on Thu, 25 Nov 2004 03:24:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

\*edit nevermind\* I wish I could find the delete button >\_<

---

---

Subject: Making a Tree?

Posted by [glyde51](#) on Thu, 25 Nov 2004 03:31:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I like that map, is it for Renegade?

When is taht map coming out?

:D:D:D

---

---

Subject: Making a Tree?

Posted by [Vitaminous](#) on Thu, 25 Nov 2004 03:34:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

(...^^)

---

---

Subject: Making a Tree?

Posted by [Oblivion165](#) on Thu, 25 Nov 2004 06:40:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

glyde51I like that map, is it for Renegade?

When is taht map coming out?

:D:D:D

pretty sure thats just a picture.

---

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Thu, 25 Nov 2004 09:42:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

oblivion165glyde51I like that map, is it for Renegade?

When is taht map coming out?

:D:D:D

pretty sure thats just a picture.

LOL, yea, just a piccy, but the Xmas tree is mine

I was thinking about putting it behind a white background, but I used google to find me a piccy

---

---

Subject: Making a Tree?

Posted by [Deactivated](#) on Thu, 25 Nov 2004 14:51:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Andy, to answer your Blink light question:

You need to copy the dazzle.ini from always.dat and place it in Gmax/RenX plugins directory. On the W3D properties tab in Gmax, select a mesh you want to act as a dazzle (blinklight), choose the Dazzle option and REN\_BLINKLIGHT\_RED from the dropdown list.

---

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Thu, 25 Nov 2004 14:58:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Cheers,

I will try that, ACF explained it to me as if I was him. :rolleyes:

---

---

Subject: Making a Tree?

Posted by [Aircraftkiller](#) on Thu, 25 Nov 2004 19:11:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ACF, air conditioner filter? Okay, great name for me. I gave you the exact way to do it but since you're too stupid to actually follow directions...

---

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Thu, 25 Nov 2004 20:00:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I understood what you meant to a point, was it my fault I am not as much skilled as you? Was it my fault you HiJacked the thread and caused it to be closed for me to reply with a question? No.

---

---

Subject: Making a Tree?

Posted by [Madtone](#) on Thu, 25 Nov 2004 21:34:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---



Umm.. Andy... Please tell me what looks wrong here.

Johnathon gave you the answer to your question and explained in great detail how to do it. Then you throw the answer back in his face, slap him an shit on him from a great height.

Get my point?

---

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Thu, 25 Nov 2004 21:48:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

For somebody who doesn't know about this trackview, he was explaining it to somebody not very skilled in this field.

He explained it to me as if I knew about Trackview.

Quote:Animate them to blink on and off using the track view in gMax. Use a visibility controller, set it to control everything after adding a visibility track. Add the animation frames for it being on and off in track view

I could only get so far.

I could of also replied IF he didn't add his childish phrase which has brainwashed everyone to saying and thinking, "Reborn Sucks".

If he didn't say that, I could of asking him where to goto at a certain point.

I appreciate that he said a way to do it, I have to say thanks to him from that, but if he couldn't resist saying "that" that topic would of never been hijacked & closed.

---

---

Subject: Making a Tree?

Posted by [glyde51](#) on Thu, 25 Nov 2004 22:20:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

\_TFWxANDY\_ I understood what you meant to a point, was it my fault I am not as much skilled as you? Was it my fault you HiJacked the thread and caused it to be closed for me to reply with a question?

No.

actually, I think it was what I said, sorry.

---

---

Subject: Making a Tree?

Posted by [Aircraftkiller](#) on Thu, 25 Nov 2004 23:43:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

All you have to do is say Reborn sucks to make something successful. Try it with your animation.

---

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Fri, 26 Nov 2004 00:20:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

call me an idiot!, look at yourself in the mirror, prat! :rolleyes:

---

Subject: Making a Tree?

Posted by [Aircraftkiller](#) on Fri, 26 Nov 2004 00:35:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Are you seeing things? No one here is calling you an idiot.

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Fri, 26 Nov 2004 00:40:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You don't have to write it, its in the tone of your words...

Anyways.

This topic can now be closed.

Thanks Seaman for showing me that dazzle effect:

[http://www.tfwclan.com/forum/uploads/TFWxANDY/images/2004-11-26\\_003651\\_snowfightss4.JPG](http://www.tfwclan.com/forum/uploads/TFWxANDY/images/2004-11-26_003651_snowfightss4.JPG)

Yea, I know I over did it

Thanks ACF for being you.

Andy.

---

Subject: Making a Tree?

Posted by [Jaspah](#) on Fri, 26 Nov 2004 00:42:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Is that dazzle effect supposed to be Christmas lights or something?

---

Subject: Making a Tree?

Posted by [Aircraftkiller](#) on Fri, 26 Nov 2004 00:43:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Air conditioner filter? I don't get it. How do I filter air for an air conditioning system? The least you can do is come up with better acronyms, The Fucking Whiner.

---

---

Subject: Making a Tree?

Posted by [glyde51](#) on Fri, 26 Nov 2004 02:45:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

everyone, stay on task

---

---

Subject: Making a Tree?

Posted by [icedog90](#) on Fri, 26 Nov 2004 07:22:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

glyde51everyone, stay on task

You sound like a mother right there.

---

---

Subject: Making a Tree?

Posted by [Deactivated](#) on Fri, 26 Nov 2004 13:31:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

j4S[p]Is that dazzle effect supposed to be Christmas lights or something?

Seems to be.. complete with the tree.

---

---

Subject: Making a Tree?

Posted by [glyde51](#) on Fri, 26 Nov 2004 13:43:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

icedog90glyde51everyone, stay on task

You sound like a mother right there.

That's it, GO TO YOUR ROOM.

---

---

Subject: Making a Tree?

Posted by [rm5248](#) on Fri, 26 Nov 2004 17:21:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

AircraftkillerAir conditioner filter? I don't get it. How do I filter air for an air conditioning system?

The least you can do is come up with better acronyms, The Fucking Whiner.

You apparently don't understand the concept of 'slang'.

---

---

Subject: Making a Tree?

Posted by [Aircraftkiller](#) on Fri, 26 Nov 2004 17:56:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I understand the concept that you're an idiot, and that your "slang" is based in idiocy.

---

---

Subject: Making a Tree?

Posted by [icedog90](#) on Fri, 26 Nov 2004 19:59:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If you say that, then how come we all (including you) say "lol"?

---

---

Subject: Making a Tree?

Posted by [WNxCABAL](#) on Fri, 26 Nov 2004 20:08:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Can an admin plz close this.

---