
Subject: mapping help

Posted by [RaptorA](#) on Wed, 08 Mar 2006 15:37:20 GMT

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hey.

can any one help me im waning to get into map making but theres a few things that i duno how to do, iv got a few tuts but for wt im looking for there ither isent one or now very help full.

im wanting to know if:

you can place building onto a made map through leve editor, (i dont realy want to use renX), if u need to import an w3d building (like from the renegade building.zip) when i merg the parts to getter in renx i cant export as it say duplicet names / or wt ever it says, so cant continue, how do u sort this or has any one got the buildings already made up from them/ or knows were to get em?

When in level editor and iv got a map and i want to add external vecs (like hover tank / tow hummer) when iv imported em and set up wt i know when i com to run the map i cant get into the vecs to drive em, so how do u sort this, or any one know an indepth tut?

how do u set up PTs? to add like the new vecs (alrady have the hud image) so if any one could help me with that.

if any one know were i can get good indepth tuts for renx and level editor i would be gratefull. or if any one wants to help me by making there own tut TY.

if any one knows of a good cnc resours site were tgheres plenty of good tuts or models plz tell me ty.

also just to fit in dos any one know any good scripting tuts?

Subject: Re: mapping help

Posted by [JeepRubi](#) on Wed, 08 Mar 2006 17:13:08 GMT

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www.renhelp.co.uk

Subject: Re: mapping help

Posted by [obelisk70](#) on Wed, 08 Mar 2006 17:30:58 GMT

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www.renforums.com

Ask there, They might know something.

Subject: Re: mapping help

Posted by [Oblivion165](#) on Wed, 08 Mar 2006 17:57:06 GMT

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hey.

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You never want to import buildings of any kind, what you will want to use is my Proxis Setup.

Located here:

<http://renhelp.laeubi-soft.de/index.php?tut=61>

When in level editor and iv got a map and i want to add external vecs (like hover tank / tow hummer) when iv imported em and set up wt i know when i com to run the map i cant get into the vecs to drive em, so how do u sort this, or any one know an indepth tut?

I dont know of a tutorial as yet, but this is because of transitions. Click mod on your vehicles preset, and under transitions, adjust your Enter/Exit ones. You can delete some of the Exit ones so that you dont have to go and adjust each one.

how do u set up PTs? to add like the new vecs (alrady have the hud image) so if any one could help me with that.

Sadly the # of Vehicles on the Pt is Set. However, you can replace vehicles with yours. All of this information is on Global Settings ~ Pruchase Settings ~ Vehicles(Gdi) etc etc, youll figure it out from there, its not complicated.

if any one know were i can get good indepth tuts for renx and level editor i would be gratefull. or if any one wants to help me by making there own tut TY.

RenHelp is our best website for anything so far. However our main domain has been down for a week now. This URL will mirror you: <http://renhelp.laeubi-soft.de>

if any one knows of a good cnc resours site were tgheres plenty of good tuts or models plz tell me ty.

also just to fit in dos any one know any good scripting tuts?

So far, all you need to know is C++, If you know C++ then you can script for renegade.

Subject: Re: mapping help

Posted by [RaptorA](#) on Wed, 08 Mar 2006 18:48:30 GMT

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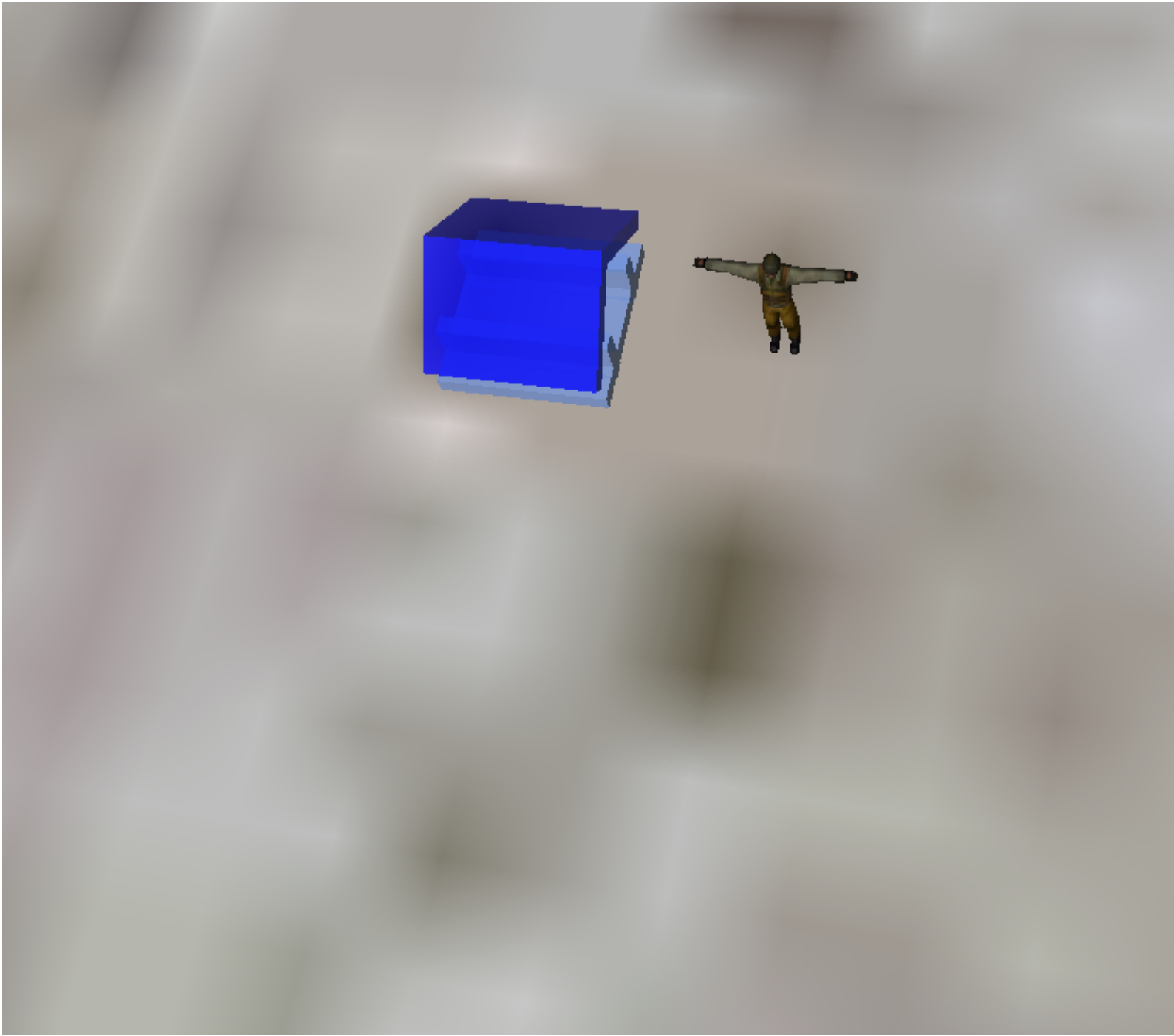
ill check out renhelp but a lot of the time i get the 404 error.

(part 1, addin buildings) ok iv tried wt u sed with renx / proxis and when i go to try the map the building dont show, but when in level edit its show that blue # with a roof and the spawner but thats it, how i get them into the map ingame?

just to add in when on leve editor and u zoom out how do u get it to make the terrain vewable at a grater distenc i did it the other day but iv 4got

File Attachments

1) [LevelEdit 2006-03-08 20-15-15-51.png](#), downloaded 572 times



2) [game2 2006-03-08 20-14-56-75.png](#), downloaded 572 times



Subject: Re: mapping help
Posted by [JeepRubi](#) on Thu, 09 Mar 2006 00:14:11 GMT
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Thats the building CONTROLLER, it telly the building what it is, without it the building would be part of the terrain. You have to add the building in renx then add the controller to the right building to make it work.

Subject: Re: mapping help
Posted by [RaptorA](#) on Thu, 09 Mar 2006 08:56:58 GMT
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ok? but like i sed in the first post when i add a building to the terrain and try to export it it say soming like canot export there are duplicet names of >>>> is there a easy way to rename the ones that r sendonct/there/.... duplicets?

when i do have the building on the terrain is there anything i have to do to the building controls i.e. place on a spesific part of the building / a name ??

ty dudes for all ur help so far

Subject: Re: mapping help
Posted by [RaptorA](#) on Thu, 09 Mar 2006 09:47:44 GMT
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soming elce can u help me with. im making a map using the extrue method (found on renhelp) but when i com to the textures there just place colours no text texture (is it coz its still set to editable mesh? if so how to u unselect editable meas?)

i fell a rit noob

Subject: Re: mapping help
Posted by [Oblivion165](#) on Thu, 09 Mar 2006 11:40:31 GMT
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Ok, follow this:

<http://renhelp.laeubi-soft.de/index.php?tut=59>

Dont try to make 2 AGT's or two obelisk, just use it how it is. You cant go wrong with this tutorial. Lots of pictures, hehe.

Subject: Re: mapping help
Posted by [RaptorA](#) on Thu, 09 Mar 2006 13:22:30 GMT
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no wt i mean is like when i use the westwood building pack and like theres the interior, exterior, and doors and u have to merg about 7 differnt models.

Subject: Re: mapping help

Posted by [JeepRubi](#) on Thu, 09 Mar 2006 13:40:17 GMT

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If you dont know what your doing just use the buildings setup or the flying buildings set up.

Subject: Re: mapping help

Posted by [RaptorA](#) on Thu, 09 Mar 2006 21:15:12 GMT

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Ok i think iv about sused it but theres a few things that i need to know to make life a lot easier,

RenX:

1.im making a map using the extrue method (found on renhelp) but when i com to the textures there just place colours no text texture, how do i get it to show the textures?

2.onec uv edited a mesh how do u get it out of edit mesh mod?

3.is there a short cut key to make a mesh wireframe / hights(or wt ever it is)

Level Editor:

1.when working with a big terrain who do u get it so it shows more of the terrain insted of the blue background (when u voom out the terrain disapers)

when on leve editor and u zoom out how do u get it to make the terrain visable at a grater distenc i did it the other day but iv 4got

2.when i place a building via a terrain and i want to move it how do i get it so all the pars go with it , the interia seems to lag behind.

i think thats about it wt i need, ty

Subject: Re: mapping help

Posted by [danpaul88](#) on Sat, 11 Mar 2006 08:01:46 GMT

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RaptorA wrote on Thu, 09 March 2006 13:22no wt i mean is like when i use the westwood building pack and like theres the interior, exterior, and doors and u have to merg about 7 differnt models.

thats where your going wrong

You dont merge all the extra models, they are automatically added when you add the exterior

The only models you need to add to your map are the ones in this zip file ::
http://www.lmsbc.com/downloads/renegade/models/westwood_buildings.zip

All the other stuff (interior etc) will be added when you export and load into LE

Subject: Re: mapping help
Posted by [RaptorA](#) on Sat, 11 Mar 2006 10:20:56 GMT
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arr but witch exterior do u use theres 3 just the one when u merg it it has the most parts?

Subject: Re: mapping help
Posted by [Oblivion165](#) on Sat, 11 Mar 2006 15:27:21 GMT
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Ok kiddo, open this file:

http://renhelp.laeubi-soft.de/Tutorials/Oblivion/TUT_Proxis/buildings_prox.zip

DONT do anything, just export it. My tutorial above shows you EVERYTHING you need to do, dont do anything extra.

You cant go wrong.

Subject: Re: mapping help
Posted by [RaptorA](#) on Wed, 15 Mar 2006 10:34:33 GMT
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by jo i think iv got it

ty guys.

although its hard to find it in leveleditor when u mak it

if u can plz help me this the other things i posted from the 9th o mar 15.15

ty agin guys and hopfully this will help me with hl2 sdk as well
