Subject: www.RenHelp.net
Posted by Oblivion165 on Tue, 01 Aug 2006 03:26:28 GMT
View Forum Message <> Reply to Message

http://www.RenHelp.net

Renhelp.co.uk needs a makeover. The domain is gone, the owner is AWOL and it needs a better system for submitting and managing tutorials.

My brother is a gifted programmer in just about anything, so he made the community a Renhelp.co.uk Clone for my website. This way we all can have that familiar theme and look we are used to.

Im a Moderator over at RenHelp.co.uk, and Laeubi is the only person managing the site fully. I always thought this was a good system but the new features at RenHelp.net will make tutorial writer's and users life a little easier.

The new site is Profile Based, so if you submit a tutorial, you can edit it. Every user has full control over their tutorials. Im sure like me you guys have written a tutorial on something then you figure out a better way of doing it down the line.

Trusted users, meaning most of the people on these forums will be given a trusted status, meaning you can submit a tutorial and it will be instantly added to the database and tutorial page. Others will have to be approved, the standard we have now.

We have also updated the downloads section to contain the most recent files, "3ds Max W3D Exporter" etc etc

On a side note, if you have any problems with your tutorial being used on RenHelp.net, just let me know and it will be removed asap. However I don't think that would be the case for most because Ive posted about rights before:

   http://www.renegadeforums.com/index.php?t=msg&goto=18713
6&rid=996&srch=Renhelp#msg_187136

We'll be converting tutorials over for the next several days, the entire database will be up soon.

Subject: Re: www.RenHelp.net
Posted by Mad Ivan on Tue, 01 Aug 2006 10:59:08 GMT
View Forum Message <> Reply to Message

registered

Good job! I was waiting for the full return of RenHelp

I hope Sloth will post a completed version of his Lightmaps Tutorial there.

Subject: Re: www.RenHelp.net
Posted by Oblivion165 on Tue, 01 Aug 2006 17:13:50 GMT
View Forum Message <> Reply to Message

Yeah, send him our way that would be great.

Do you have any tutorials on RenHelp under a different name? Ill have to assign them to the new accounts.

Subject: Re: www.RenHelp.net
Posted by Mad Ivan on Tue, 01 Aug 2006 19:32:49 GMT
View Forum Message <> Reply to Message

Nope, not me.

BTW, what happened to your advanced AI tutorial?

Subject: Re: www.RenHelp.net
Posted by Oblivion165 on Tue, 01 Aug 2006 19:44:31 GMT
View Forum Message <> Reply to Message

Well i could release what i have, but its not Incorporated into the new scripts.dll

My brother made me some scripts off of some outlines i gave him, but then decided not to release the source code to JonWil. My brother is not an open source kinda guy. However the scripts with my brother's in it are compiled into that Advanced Bots pkg. They are use able but you wont be up to date with them.

Subject: Re: www.RenHelp.net
Posted by Crimson on Tue, 01 Aug 2006 20:05:40 GMT
View Forum Message <> Reply to Message

This stuff would probably be better suited to the Wiki instead of having so many different websites.

Subject: Re: www.RenHelp.net
Posted by Mad Ivan on Tue, 01 Aug 2006 20:09:50 GMT
View Forum Message <> Reply to Message

Oblivion165 wrote on Tue, 01 August 2006 22:44Well i could release what i have, but its not Incorporated into the new scripts.dll

My brother made me some scripts off of some outlines i gave him, but then decided not to release

the source code to JonWil. My brother is not an open source kinda guy. However the scripts with my brother's in it are compiled into that Advanced Bots pkg. They are use able but you wont be up to date with them.

Hmmm, if JonWil could include scripts3.dll support (i think 2 is used already), they could be built in a seperate non-open-source dll file.

Subject: Re: www.RenHelp.net
Posted by z310 on Tue, 01 Aug 2006 21:55:05 GMT
View Forum Message <> Reply to Message

Crimson wrote on Tue, 01 August 2006 16:05This stuff would probably be better suited to the Wiki instead of having so many different websites.

Subject: Re: www.RenHelp.net
Posted by bisen11 on Tue, 01 Aug 2006 21:57:37 GMT
View Forum Message <> Reply to Message

Since my drop tutorial never seemed to get into the regular renhelp.... feel free to add it to this one.

Subject: Re: www.RenHelp.net
Posted by Oblivion165 on Tue, 01 Aug 2006 22:22:04 GMT
View Forum Message <> Reply to Message

dude#1 wrote on Tue, 01 August 2006 17:57Since my drop tutorial never seemed to get into the regular renhelp.... feel free to add it to this one.

Alrighty, can do however you can add it too, you have full rights to do so.

Mad Ivan wrote on Tue, 01 August 2006 16:09Oblivion165 wrote on Tue, 01 August 2006 22:44Well i could release what i have, but its not Incorporated into the new scripts.dll

My brother made me some scripts off of some outlines i gave him, but then decided not to release the source code to JonWil. My brother is not an open source kinda guy. However the scripts with my brother's in it are compiled into that Advanced Bots pkg. They are use able but you wont be up to date with them.

Hmmm, if JonWil could include scripts3.dll support (i think 2 is used already), they could be built in a seperate non-open-source dll file.

I talked my brother into releasing the source code, I should be adding the tutorial in a few day now.

---

z310 wrote on Tue, 01 August 2006 17:55Crimson wrote on Tue, 01 August 2006 16:05This stuff would probably be better suited to the Wiki instead of having so many different websites.

No wiki, its 1 website to replace the old. Not everything is suited for a Wiki you know. This is formatted for taste and privacy of a owners tutorial. I would like to look at the RenHelp layout over the wiki's for tutorials anyday.

Subject: Re: www.RenHelp.net
Posted by PaRaDoX on Tue, 01 Aug 2006 22:30:30 GMT
View Forum Message <> Reply to Message

if you need any help ask me and ill help you.

I'm adding a CMS to my site so people could add there own with a little editer i am makeing maybe i can send you a copy

http://renegade-help.com/

Subject: Re: www.RenHelp.net
Posted by Oblivion165 on Tue, 01 Aug 2006 22:39:03 GMT
View Forum Message <> Reply to Message

PaRaDoX wrote on Tue, 01 August 2006 18:30if you need any help ask me and ill help you.

I'm adding a CMS to my site so people could add there own with a little editer i am makeing maybe i can send you a copy

http://renegade-help.com/

We are CMS based, there are quite nice.

Subject: Re: www.RenHelp.net
Posted by DarkDemin on Tue, 01 Aug 2006 22:42:33 GMT
View Forum Message <> Reply to Message

Why don't you idiots run one site instead of two...

Subject: Re: www.RenHelp.net
Posted by Oblivion165 on Tue, 01 Aug 2006 22:43:49 GMT

Again, this site is replacing the old.

Subject: Re: www.RenHelp.net
Posted by PaRaDoX on Tue, 01 Aug 2006 22:43:57 GMT

we added a WYSIWYG editor and it is working quite nicely.
I added a basic image upload script and now we are adding a auto fileing system so they index themselves and what have you.

Subject: Re: www.RenHelp.net
Posted by krayons on Tue, 01 Aug 2006 22:44:03 GMT

Why don't you guys use alias maya?

Subject: Re: www.RenHelp.net
Posted by PaRaDoX on Tue, 01 Aug 2006 22:44:46 GMT

maya sucks. and there is no w3d exporter for it so its kinda digging two holes.

Subject: Re: www.RenHelp.net
Posted by Crimson on Tue, 01 Aug 2006 22:51:52 GMT

Don't bash the wiki format just because you don't know how to use it to its full potential. Wikis were made for documentation, and this is documentation. With a wiki, however, you don't have to worry about people losing interest and abandoning the project because it can always be edited by everyone and kept up to date.

Subject: Re: www.RenHelp.net
Posted by DarkDemin on Tue, 01 Aug 2006 22:53:45 GMT

Crimson wrote on Tue, 01 August 2006 18:51Don't bash the wiki format just because you don't know how to use it to its full potential. Wikis were made for documentation, and this is documentation. With a wiki, however, you don't have to worry about people losing interest and abandoning the project because it can always be edited by everyone and kept up to date.

She speaks the truth.

Subject: Re: www.RenHelp.net
Posted by krayons on Tue, 01 Aug 2006 22:56:56 GMT
View Forum Message <> Reply to Message

Ahem!, it may not be very user freindly but the people that made finding nemo used it! (Which is a dang good movie might I add)

Alot of schools teach it, and game designers use it as well.

But I guess I can see where you're coming from, I still can't get the hang of it.

And I wanted to know if it could make renegade stuff too, so thanks.

I still don't have it on my computer, but some kid put it on my schools computer and it was kool.

Alright i'll shutup already!

Subject: Re: www.RenHelp.net
Posted by Oblivion165 on Tue, 01 Aug 2006 23:05:09 GMT
View Forum Message <> Reply to Message

Crimson wrote on Tue, 01 August 2006 18:51Don't bash the wiki format just because you don't know how to use it to its full potential. Wikis were made for documentation, and this is documentation. With a wiki, however, you don't have to worry about people losing interest and abandoning the project because it can always be edited by everyone and kept up to date.

I love the wiki, just not for this. I just personally feel that RenHelp.co.uk is a great site and its been around for years. Ive been on the forums and have always been on call for this site with emails and messenger just as long. The act of merging it to a wiki is not in my interest at all.

People leaving is a problem, yes. In fact thats why the site has to move in the first place. However, i can simply change the rights to anyone who wants to take responsibility for them.

Subject: Re: www.RenHelp.net
Posted by Blazer on Tue, 01 Aug 2006 23:35:23 GMT
View Forum Message <> Reply to Message

Oblivion165 wrote on Tue, 01 August 2006 19:05
People leaving is a problem, yes. In fact thats why the site has to move in the first place. However, i can simply change the rights to anyone who wants to take responsibility for them.

I'm sure Lauebi said something similar, and look what happened. What if, heaven forbid, you get hit by a bus, or just pull a dissappearing act like he did?

Subject: Re: www.RenHelp.net
Posted by Oblivion165 on Tue, 01 Aug 2006 23:42:28 GMT
View Forum Message <> Reply to Message

Blazer wrote on Tue, 01 August 2006 19:35Oblivion165 wrote on Tue, 01 August 2006 19:05 People leaving is a problem, yes. In fact thats why the site has to move in the first place. However, i can simply change the rights to anyone who wants to take responsibility for them.

I'm sure Lauebi said something similar, and look what happened. What if, heaven forbid, you get hit by a bus, or just pull a dissappearing act like he did?

The one of the many others take over. My brother has rights and many others will too. Lauebi is still around, General Havoc is the one who created this problem.

You are right though things can happen.

Subject: Re: www.RenHelp.net
Posted by Sn1per74* on Wed, 02 Aug 2006 00:52:41 GMT
View Forum Message <> Reply to Message

Can I request a tutorial? I need an easier tunnel tutorial than the one laeubi made... his is difficult to understand.

Subject: Re: www.RenHelp.net
Posted by Mad Ivan on Wed, 02 Aug 2006 01:18:28 GMT
View Forum Message <> Reply to Message

I could do one, but it would still involve the use of the Boolean Compound Modifier, only at a smaller scale.

What do you find hard? Maybe the modders and I can explain.

Subject: Re: www.RenHelp.net
Posted by PaRaDoX on Wed, 02 Aug 2006 01:32:02 GMT
View Forum Message <> Reply to Message

Boolean makes a mess of your mesh.
Better of deleteing the poly and welding the mesh to your hallway then detaching it when you

---

texture it.

Subject: Re: www.RenHelp.net
Posted by Mad Ivan on Wed, 02 Aug 2006 01:45:07 GMT
View Forum Message <> Reply to Message

PaRaDoX wrote on Wed, 02 August 2006 04:32Boolean makes a mess of your mesh.
Better of deleteing the poly and welding the mesh to your hallway then detaching it when you texture it.

Yes, that would work better

I was thinking of apllying the boolean modifier to the terrain mesh and using the "subtract" (can't recall the exact name atm) option with a box.
And on the box - edit mesh modifier to manipulate some vertexes, Extrude and then Vertex Collapse to create a hallway.

For this to actualy work, the box has to be 1 Segment long, 3 Sedments wide and 3 Segments high.

But, indeed, yours is better

Subject: Re: www.RenHelp.net
Posted by Sn1per74* on Wed, 02 Aug 2006 02:26:03 GMT
View Forum Message <> Reply to Message

LOL- that made no sense at all... The part about laeubi's tutorial I dont get is the bending the tunnel part.

Subject: Re: www.RenHelp.net
Posted by Zion on Wed, 02 Aug 2006 02:43:25 GMT
View Forum Message <> Reply to Message

Snipe, if you need help you have me on msn, just ask, it's what i'm here for.

Subject: Re: www.RenHelp.net
Posted by Oblivion165 on Wed, 02 Aug 2006 02:44:04 GMT
View Forum Message <> Reply to Message

RenX or 3DS Max, ever since the W3d Exporter got released i cant use RenX anymore, too limited.

Subject: Re: www.RenHelp.net
Posted by PaRaDoX on Wed, 02 Aug 2006 03:33:54 GMT
View Forum Message <> Reply to Message

Mad Ivan wrote on Tue, 01 August 2006 21:45
For this to actualy work, the box has to be 1 Segment long, 3 Sedments wide and 3 Segments high.

just make more verts, an easy way to do it is just cut a small line and make as many as you need on the hall

---

Subject: Re: www.RenHelp.net
Posted by laeubi on Thu, 03 Aug 2006 19:45:35 GMT
View Forum Message <> Reply to Message

[quote title=Oblivion165 wrote on Tue, 01 August 2006 19:42 Lauebi is still around, General Havoc is the one who created this problem.[/quote]
Just to prove I'm still alive... lol

Subject: Re: www.RenHelp.net
Posted by Oblivion165 on Sat, 05 Aug 2006 01:58:44 GMT
View Forum Message <> Reply to Message

Mad Ivan wrote on Tue, 01 August 2006 15:32Nope, not me.

BTW, what happened to your advanced AI tutorial?

Its now online, http://www.renhelp.net/index.php?mod=Tutorials&action=vi ew&id=44

Subject: Re: www.RenHelp.net
Posted by Mad Ivan on Sat, 05 Aug 2006 05:08:40 GMT
View Forum Message <> Reply to Message

btw, submited a tutorial via e-mail.
If you guys see a strange @mail.bg address with no name and "Tutorial" for a subject, thats me .

Subject: Re: www.RenHelp.net
Posted by CPUKiller on Sun, 06 Aug 2006 19:15:57 GMT
View Forum Message <> Reply to Message

Oblivion165 wrote on Tue, 01 August 2006 15:44Well i could release what i have, but its not Incorporated into the new scripts.dll

My brother made me some scripts off of some outlines i gave him, but then decided not to release the source code to JonWil. My brother is not an open source kinda guy. However the scripts with my brother's in it are compiled into that Advanced Bots pkg. They are use able but you wont be up to date with them.

That isn't how it went down, I said that I wasn't going to release the scripts until they were cleaned up and ready. I'm also not releasing any binaries or anything either until it's ready so it's not a GPL violation.

Subject: Re: www.RenHelp.net
Posted by Oblivion165 on Sun, 20 Aug 2006 20:04:56 GMT
View Forum Message <> Reply to Message

Bumped for final news

Ok guys the database is now fully comverted over to the new website and we have a new User Files addition to allow users to upload images and files for their tutorials.

If you have anything to contribute to the comunity, you can now do it with little interaction from us. Some of you with no interaction at all.