Subject: renx help
Posted by HORQWER on Fri, 15 Jun 2007 17:20:32 GMT
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hi
i just want to know how u make model in renx like window that u could see throu it

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Subject: Re: renx help
Posted by npadul30 on Fri, 15 Jun 2007 17:22:37 GMT
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For the surface type try glass/glass permanble, 2 sided, and/or transparent.

Subject: Re: renx help
Posted by HORQWER on Fri, 15 Jun 2007 17:23:29 GMT
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give me a screenshot i cant understand by words

Subject: Re: renx help
Posted by Sn1per74* on Fri, 15 Jun 2007 17:27:16 GMT
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ferkhat wrote on Fri, 15 June 2007 12:23give me a screenshot please i cant understand by words

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Subject: Re: renx help
Posted by HORQWER on Fri, 15 Jun 2007 17:28:23 GMT
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guys be serious

Subject: Re: renx help
Posted by Slave on Fri, 15 Jun 2007 17:38:29 GMT
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ferkhat wrote on Fri, 15 June 2007 12:28guys please be serious

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Also, a few topics down called "How do I create this effect" or something alike, I messed around a bit with transparant water. I uploaded my attempt and it seems to work. You could open it up, and copy paste some settings.

Or, wait for a better solution

Subject: Re: renx help
Posted by Sn1per74* on Fri, 15 Jun 2007 19:26:10 GMT
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Renhelp is your friend my friend.

First, add your UV mapping and what nots to a box/plane.

Second, select the thing to be your glass and hit 'M.' the properties tab doesn't matter much but change the settings if you desire.

On the Pass 1 tab, hit 'Vertex Material'.

Under the 'Stage 0 Mapping' box change the Type from 'UV' to 'Environment'.

Next, on the 'Shader' Tab change the blend mode to 'Add'.

Then on the 'Textures' tab, change the texture to 'ref_reflect2.tga'. Apply the texture and close the Material editor.

Now, right click your window and hit 'Properties.' Under the 'User Defined' tab, add "LVSMaterial1 = glass" without the quotes. Hit Ok.

Finally, keep your window selected and to go 'W3D Tools'. Under 'Geometry Options', select 'Shatter', and under 'Collision Options' select 'Physical', 'Projectile', and 'Camera.'

Voila, you're done.

If you don't want the window to shatter, just don't select "Shatter" under Geometry Options and do not apply "LVSMaterial1 = Windows1" to the User Defined properties, although you would want to make sure the surface type is Glass. The other steps should make it transparent.

Note, if you are using a plane make sure to select "2Side" under Geometry Options as well, although a very thin box might work better.

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Subject: Re: renx help
Posted by HORQWER on Fri, 15 Jun 2007 20:42:55 GMT
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this one is good thanks. but i needed the one which u can see thou

Subject: Re: renx help
Posted by Doitle on Fri, 15 Jun 2007 21:19:08 GMT
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You won't be able to see through it in RenX but you will be able to see through it in game. While you are working on the map your best bet is to hide the windows so you can still see the insides of the buildings then unhide them before you export.

Subject: Re: renx help
Posted by HORQWER on Fri, 15 Jun 2007 21:48:01 GMT
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i testit but when i go thou it is destroy it selg
i wat the one like this one

File Attachments
1) dsapo wall.zip, downloaded 86 times

Subject: Re: renx help
Posted by Slave on Fri, 15 Jun 2007 22:10:43 GMT
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Do you lack chromosomes or a functional keyboard?

Subject: Re: renx help
Posted by Renx on Sat, 16 Jun 2007 04:50:37 GMT
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