Subject: CLOSED well not closed butdont need no more help on this
Posted by cpjok on Thu, 20 Dec 2007 04:31:35 GMT
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ok i am tryoing to make a map but i carnt get tunnels and bridges

how do i make tunnels : DONT Say RENHELP as each time i read that about tunnels he tunnels dissapears and dont work

How do i make bridges theres no help on renhelp.net fopr this

Subject: Re: Need Help On 2 Thing's To Do With RenX
Posted by Sn1per74* on Thu, 20 Dec 2007 05:25:59 GMT
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For the bridge I would just start out with a rectangular prism and just start extruding things everywhere, moving some vertices, etc. (Does RenX have extrude?)

Subject: Re: Need Help On 2 Thing's To Do With RenX
Posted by Gen_Blacky on Thu, 20 Dec 2007 07:22:21 GMT
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Sn1per74* wrote on Wed, 19 December 2007 23:25For the bridge I would just start out with a rectangular prism and just start extruding things everywhere, moving some vertices, etc. (Does RenX have extrude?)

yes renx has extrude lmao

Subject: Re: Need Help On 2 Thing's To Do With RenX
Posted by cpjok on Thu, 20 Dec 2007 12:07:16 GMT
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RenX Has Extrude But I Still Dont Know How To Do That For Bridge lol

Subject: Re: Need Help On 2 Thing's To Do With RenX
Posted by Dealman on Thu, 20 Dec 2007 12:30:06 GMT
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It's very simple.

Just make a bridge of Boxes and such and then create an box 1x1x2 to display the size of the

ingame player. So you can size the bridge to desired size. Then you fix the W3D Settings for it. Wich will be same for normal maps, then in LevelEdit you add the model as an Decoration Physical.

For tunnels you use Boolean, wich is easiest to use in 3DS Max there's an great tutorial on Renhelp so start looking there before you start whining "There's no tutorial on renhelp for this". Look a bit better and you'll find it.