
Subject: CLOSED well not closed but dont need no more help on this

Posted by [cpjok](#) on Sat, 22 Dec 2007 20:05:25 GMT

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Ok This Topic as for Flying Object's Ramp's Now I Know I Think

So Now I Changed It to Gmax Help

i have a model thats gmax it has animation already but when i add texture and export it to W3D and open it in W3D Viewer it has a ERROR and wont do anything

anyway here is the model if some one could help

File Attachments

1) [UFO.zip](#), downloaded 124 times

Subject: Re: On Renegade theres stairs to get on each building i flying is aloud How

Posted by [Dealman](#) on Sat, 22 Dec 2007 20:21:11 GMT

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To be able to beacon via the roof, you'll have to create an pedestal in LevelEdit and move it to the roof on for example the Hand of Nod.

Where to get those stairs and stuff I'm not sure about.

Subject: Re: On Renegade theres stairs to get on each building i flying is aloud How

Posted by [IronWarrior](#) on Sat, 22 Dec 2007 20:27:50 GMT

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cpjok wrote on Sat, 22 December 2007 14:05 ok on like C&C_City_Flying Just Say There Is Stair's To Get On Top Of The Building's Where Do I Get Them

and Add Them To My Map As Flying Is Aloud And They Might Beacon Roof

So The No One Can Get On Top To Disarm It

You really need to stop typing like that, it makes it unreadable and will really fuck you over when you get a job.

Are you asking how to get the flying stuff in Level Edit?

If so go to terrain > map > add ramps and flying includes.

Subject: Re: On Renegade theres stairs to get on each building i flying is aloud How
Posted by [cpjok](#) on Sat, 22 Dec 2007 21:59:49 GMT

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k i just checked Le theres no sutch thing as what you said so i carnt add them to make map i
made

ok can anyone help me with this model it has animation already i hav posted in first post

Subject: Re: Ok Another Question If I Upload a Gmax Model Could someone Turn It
Into Playable Model On Renega

Posted by [Zion](#) on Sun, 23 Dec 2007 03:36:32 GMT

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I remeber texturing and exporting just the flying ramps for Reaver and Renz0r's Nitro Mod so he
can add them to non flying maps.

He should have the .w3d files tothe ones I done (all besides the refinery ones I think) so if you
want them, ask him, else wait until I get my sata drive sorted and I can export them all.

Subject: Re: Ok Another Question If I Upload a Gmax Model Could someone Turn It
Into Playable Model On Renega

Posted by [Gen_Blacky](#) on Sun, 23 Dec 2007 11:23:47 GMT

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yea theres no way u could use that model

it has 54,930 polygons thats about the size of a really big map.

Subject: Re: Ok Another Question If I Upload a Gmax Model Could someone Turn It
Into Playable Model On Renega

Posted by [Jerad2142](#) on Mon, 24 Dec 2007 05:14:09 GMT

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You would have to break it into multiple pieces to get it to work.
