Subject: Map help
Posted by fatalcry on Tue, 25 Mar 2008 13:58:12 GMT
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umm well i made a map just for fun but when I placed it in level edit it wouldn't open because it was rendered or something but I didn't render it well I dont think so anyways i've uploaded it please someone help me as I have no idea what i've done :S

thanx

```
File Attachments
1) snowy map.gmax, downloaded 205 times
```

Subject: Re: Map help
Posted by ErroR on Tue, 25 Mar 2008 15:27:48 GMT
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i exported it and it worked fine for me here take the w3d model (well it looked kinda too small if you want i can give you a model with a bigger one) p.s you want buildings in it?

```
File Attachments
1) snowy map.W3D, downloaded 189 times
2) works fine....bmp, downloaded 591 times
```

Subject: Re: Map help
Posted by fatalcry on Tue, 25 Mar 2008 15:36:34 GMT
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well its working for me now too dunno what happen but thanx.

and no I only wanted to make it for an Ai bot match map

Subject: Re: Map help
Posted by ErroR on Tue, 25 Mar 2008 15:57:22 GMT
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fatalcry wrote on Tue, 25 March 2008 17:36
well its working for me now too dunno what happen but thanx.

and no I only wanted to make it for an Ai bot match map

np

Subject: Re: Map help
Posted by fatalcry on Wed, 26 Mar 2008 07:59:58 GMT
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just wondering if theres a tutorial on changeing the sky and adding weather effects?

if not could someone tell me how cos that would be cool

thanx

Subject: Re: Map help
Posted by Dealman on Wed, 26 Mar 2008 11:46:18 GMT
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That's made in LevelEdit.

Start up LevelEdit, load terrain and place desired objects and save. Then go to Edit - Background Settings.

There you see "Music", "Sky" and "Weather".

In Music you can put an .mp3 file which will be played as background music when the map is being played ingame.

In Sky you can set time of the day, e.g 00:00 will be night. You can also choose to have either moon (Full or Partial) or to have a sun. Also you can manage the clouds.

In Weather you can set if to have rain, raining ash or lightnings or snow. You can also manages how many particles per second that should fall. As well the heading of the particles and etc.

Play around a bit with it and get used to it.

Sincerely,
Dealman.

Subject: Re: Map help
Posted by fatalcry on Wed, 26 Mar 2008 14:23:43 GMT
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ahh yes i see cheers.

thought it was going to be more complicated than that but thanx

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Subject: Re: Map help
Posted by fatalcry on Wed, 26 Mar 2008 16:16:16 GMT
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grrrr i need help again

i decided to make a new proper map (btw new at mapping). I wanted to make a volcano that pours animated lava out of it which I've done but I used the Renx scroll texture thing but I realized that it only does it for one texture, can I not have multiple scroll textures?

if not is there another easy way to set the same kind of effect?

Subject: Re: Map help
Posted by fatalcry on Thu, 27 Mar 2008 09:37:05 GMT
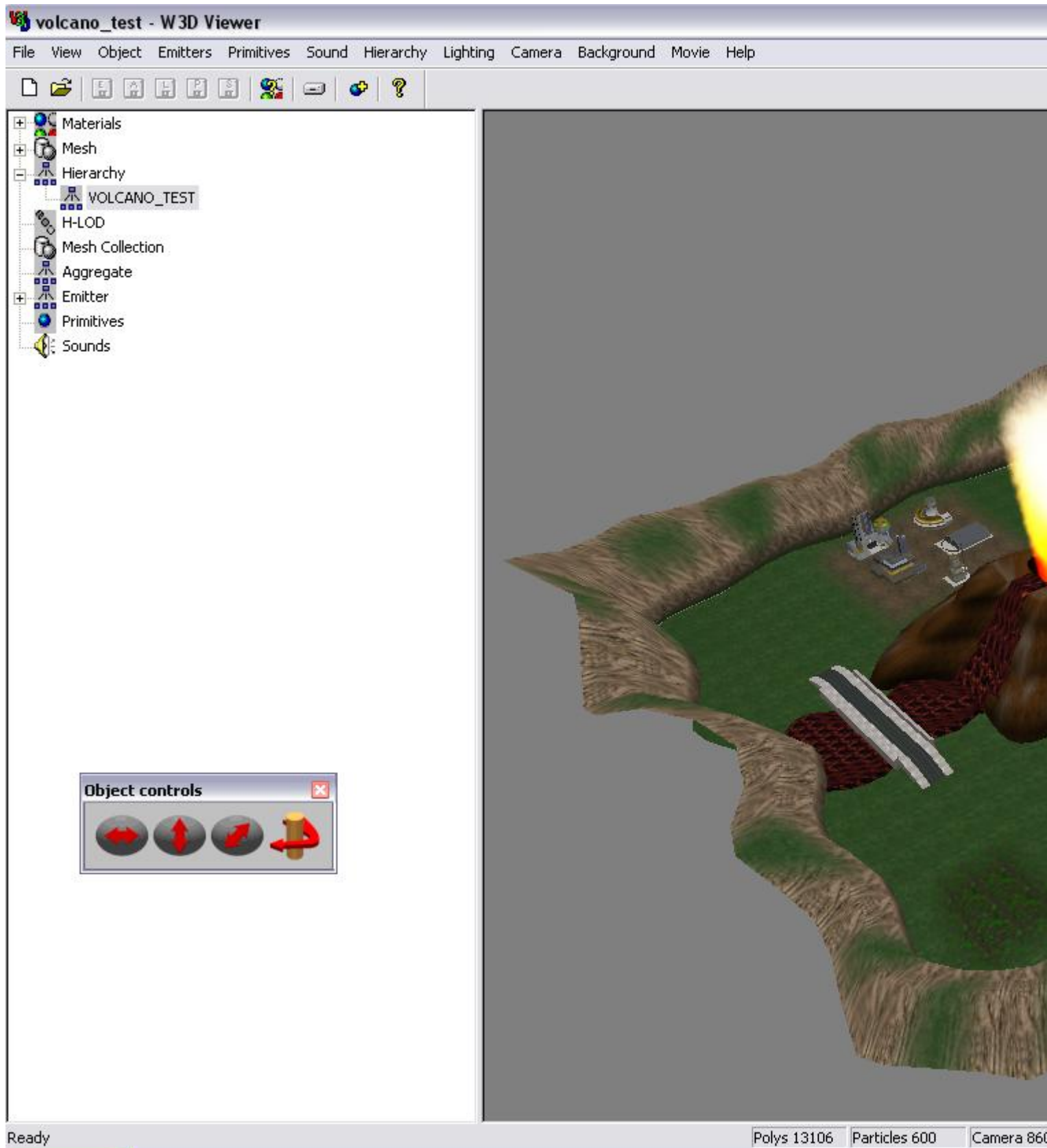View Forum Message <> Reply to Message

ok i sorted it ish it was just being a fool to me

Subject: Re: Map help
Posted by fatalcry on Thu, 27 Mar 2008 16:12:01 GMT
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Anyways here the map I made what do you guys think?

also can anyone tell me how I place the emitter on Leveledit?

File Attachments
1) cnc_volcano test.JPG, downloaded 415 times

Subject: Re: Map help
Posted by Dealman on Thu, 27 Mar 2008 17:11:13 GMT
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Quite nice if it's your first time!

A hint to make it better, make an tunnel through the volcano for infantries to maybe use some strategies to win. ^_^

Subject: Re: Map help
Posted by fatalcry on Thu, 27 Mar 2008 19:34:00 GMT
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yep already doing that I just wanted to tweak the emitter abit

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Subject: Re: Map help
Posted by ErroR on Sat, 29 Mar 2008 16:38:46 GMT
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not bad quite better than me ^^ i suck at map making so i only work in level edit.
Anyways the flame looks a bit too big...
I'll see what can I do about the emitter.

Subject: Re: Map help
Posted by renalpha on Sat, 29 Mar 2008 17:43:17 GMT
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fatalcry wrote on Thu, 27 March 2008 10:12Anyways here the map I made what do you guys think?

also can anyone tell me how I place the emitter on Leveledit?
looks awesome

Subject: Re: Map help
Posted by mrÃ£Ã§Ä·z   on Sat, 29 Mar 2008 21:23:55 GMT
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Nice Map! But nobody will play it... they are just to stupid to find and Download new Maps

---

Subject: Re: Map help
Posted by Veyrdite on Sun, 30 Mar 2008 09:41:15 GMT
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Brilliant! I've been modding for more than a year and I still haven't made a map that good!

Subject: Re: Map help
Posted by ErroR on Mon, 31 Mar 2008 12:54:13 GMT
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hmm about those emmiters you could ask slave I'm sure he knows

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Subject: Re: Map help
Posted by fatalcry on Fri, 04 Apr 2008 10:50:40 GMT
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cool thanx oh also the tutorial that helped me the most with that kind of map making was this tutorial on ren help http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=21

also i've changed the emitter abit darker

 looks more like a volcano eruption

also anyone know how to animate the emitter?

File Attachments
1) volcano_smoke.JPG, downloaded 408 times

Volcano_Smoke01 - W3D Viewer

File View Object Emitters Primitives Sound Lighting Camera Background Movie Help

- [+] Materials
- [+] Mesh
- Hierarchy
- H-LOD
- Mesh Collection
- Aggregate
- [–] Emitter
  - Volcano_Smoke01
- Primitives
- Sounds

Object controls

Ready

Polys 0   Particles 600   Camera 270