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Subject: Need help with renx

Posted by [Di3HardNL](#) on Sun, 03 Aug 2008 12:52:51 GMT

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I am making a new Weapons Factory door, i've made a box with the size i want as the door. So what I want to do is making a couple of windows in it. I just want to cut out a piece and then paste a plane in that position which will be the window. But i can't cut a piece out of it when i try i delete half of the door,

I need to know how i could do that.

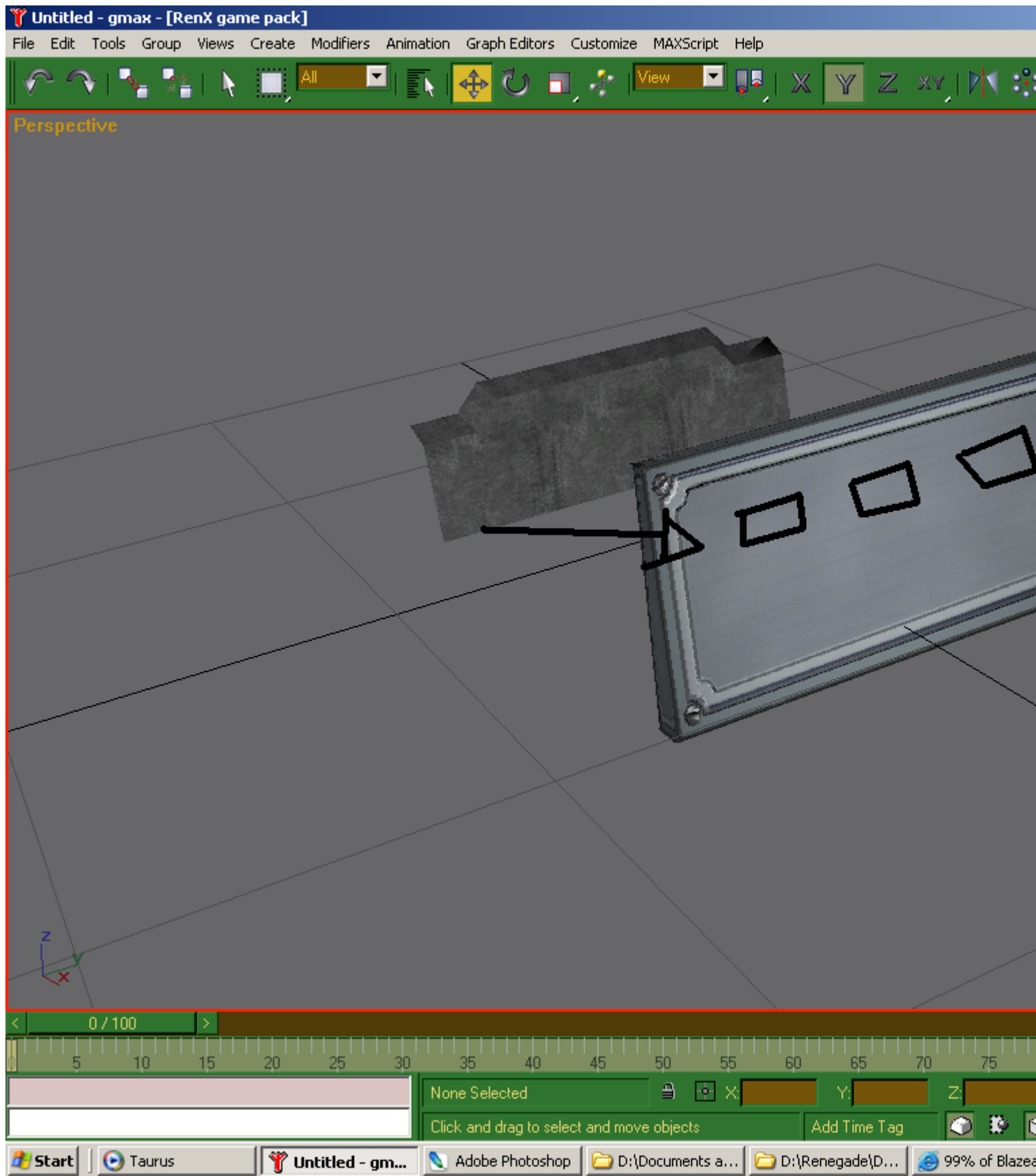
SS ->

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#### File Attachments

1) [renxxx.PNG](#), downloaded 194 times

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Subject: Re: Need help with renx  
Posted by [Reaver11](#) on Sun, 03 Aug 2008 18:23:06 GMT  
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What you can do is this ->

make a box the size of the windows you want to have.  
Copy it three times.

Place them directly inside the door. Then use the booleantool to cut out the spaces. Then you can easily look up the 4 coordinates of the cutout space and place a plane there.

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Subject: Re: Need help with renx  
Posted by [ZOCOM243](#) on Sun, 03 Aug 2008 18:25:04 GMT  
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Hey.  
There is a tutorial of a house in renhelp.net It also includes how to make windows.

<http://www.renhelp.net/uploaded/perma/smallbuilding/VTutorial.swf>  
Enjoy.  
Edit: You need 3ds max 8 tho

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Subject: Re: Need help with renx  
Posted by [Di3HardNL](#) on Sun, 03 Aug 2008 20:13:15 GMT  
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Thanks for help i know how to use the boolean tool now that video is pretty good to! this is what i made of it, with a little reflection for the flavor i need another texture for the door tho

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Subject: Re: Need help with renx  
Posted by [Di3HardNL](#) on Mon, 04 Aug 2008 08:48:08 GMT  
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Need help 1 more time

Allright i thought a window wasn't the best idea. I have made a animated screen in that place. You will see some nice chicks when it works properly.

I have all the settings right. But i need to know how i can make the screen go down instead of to the right. Because then you can see the other woman to:)

Screenshot

i censored it for the babys btw

## File Attachments

1) [WFdoor.PNG](#), downloaded 154 times



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Subject: Re: Need help with renx  
Posted by [LR01](#) on Mon, 04 Aug 2008 10:53:03 GMT  
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UPerSec=0.0

VPerSec=0.0

one of them is supposed to be 1.0 for going down, since yours goes to the right, you just need to make the other 1.0

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Subject: Re: Need help with renx  
Posted by [Di3HardNL](#) on Mon, 04 Aug 2008 11:01:50 GMT  
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Allright thanks

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