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.

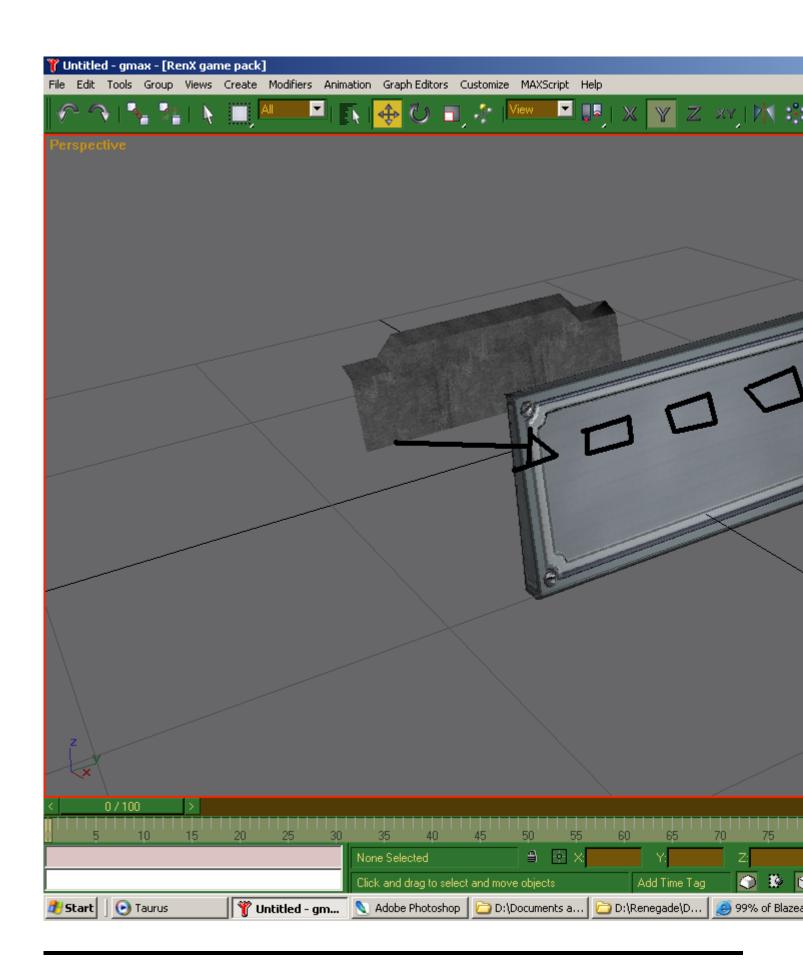
SS->

File Attachments

1) renxxx.PNG, downloaded 247 times

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Command and Conquer: Renegade Official Forums



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.

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

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 bolean 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

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

File Attachments

1) WFdoor.PNG, downloaded 196 times Nod Credits: 20056 Time Remaining: 00:29:31

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

Subject: Re: Need help with renx Posted by Di3HardNL on Mon, 04 Aug 2008 11:01:50 GMT

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Allright thanks