
Subject: Single Player Buildings On Maps
Posted by [Anonymous](#) on Sat, 11 Jan 2003 16:11:00 GMT
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As i have only had a go at modding and making mainly DM maps i would like to ask a question that i am sure you modders will know. When making a multiplayer map with a single player building on you use the Merge or Xref objects command to add a single building. I am slightly confused by all the different things in the Westwood buildings pack. I was wondering if you could go through what you add to the map. First there is an exterior of the building then theres interiors and then agregates. Whch of them needs to be added to the map in RenX? do you add the interiros and aggregates in RenX? There are many sub directorys in the renegade buildings pack and sometimes more gmax files, what are they used for? and finally is there an easy way to cut the shape of a buildingout from a mesh or does it involve writing the coordintes and adjusting it?Thanks for any of you who help me on this, i would be very grateful
