
Subject: PLZ READ SOMERHINO!

Posted by [Anonymous](#) on Sat, 02 Nov 2002 20:01:00 GMT

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quote:Originally posted by flashcar1:erm, the both, i will use them in urban: indoorsmap that i am making, full cred will go to you, and i have some questions for you if u dont mind answering for me;1) how do u make light shine in the way you did on the light posts u made? do u do it in renX or commando leveleditor?2)how do i make seethru panel thatnu can walk on? 3) how do i make a map into a .mix format?if u have time plz answer, thnx. This information is from some

tutorials that I wrote but never got them up on our site. I'll finish them someday, but here is the text.1. Dazzle is the W3D's way to create a light-source effect. Westwood put a dummy dazzle.ini in the RenX folder (probably for tesing purposes) and forgot to put the real dazzle.ini file when the released the mod tools. To get started, extract the dazzle.ini file from always.dat and copy it into your gmax\gamepacks\, gmax\gamepacks\westwood, and gmax\gamepacks\westwood\RenX folder (I don't know which one it's supposed to be, so do them all.) Now, fire up RenX and build the model that you want to add dazzle to. After you're done, create a cube and place it's center where your light source is. Now, with the cube selected, go to the W3D options and set the geometry mode for "dazzle." A box below will be enabled, and from here pick the dazzle effect you want. I used L05_STREETLIGHT for my lightpost. Export your model to your mod folder, and import it as a tile object to see if it turned out right.2.

<http://mods.cncrenegade.com/modules/sections/index.php?op=viewarticle&artid=2> Read my tutorials here by copying it into your address bar.3. In order for your map to be exported to a .mix file, it needs to meet a few requirements. 1) None of the general game settings may be modified.2) You can't have any custom presets other than temp ones on your map.The second one isn't too limiting. Just intead of adding normal presets, add temp presets. If you want to modify one of the game's presets, simply temp a clone of it (by clicking it and hitting temp) and modify the temp version and use it on your map. This rule does not apply to terrain, terrain can be a normal preset. Now, after verifying that your map qualifies, create a new folder in your leveledit folder and name it "backup." Copy the contents of your map folder into this so that if you mess up the export your map isn't destroyed. Now, start up Level Edit, open your mod folder and load up your map. After it loads, open your mod folder (using Windows) and delete all the folders except EditorCache, Scripts and Levels. Flip back over to the Commando Editor and save your level as "C&C_Conquest_Island." Replace Conquest_Island with the name of your choice, but it must have the "C&C_" prefix. If you had been previously saving the map under another name, go to the levels folder in your mod folder and delete all the files belonging to the previous file name. Now, export your mod package as the following:"C&C_Conquest_island.mix"Replace the name with what you saved your level as again, it must match the name of your level. Also, this time you will need to include the quotes is your export name, it will only work if you have your map name in quotes. After it finishes exporting, close Level Edit and test your map out in Renegade. If you have to modify your map again, you'll need to copy from the backup you made. I don't recommend exorting to .mix everytime you want to test something in your map (because it's a hassle to do it a hundred times,) just use .pkg files until you release your final map. Good luck! Download the lightpost here Extract the contents into your mod folder, and import the lightpost.w3d as a static tile object. [November 02, 2002, 20:09: Message edited by: SomeRhino]
