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Subject: Re: mapping help

Posted by [Oblivion165](#) on Wed, 08 Mar 2006 17:57:06 GMT

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hey.

can any one help me im waning to get into map making but theres a few things that i duno how to do, iv got a few tuts but for wt im looking for there ither isent one or now very help full.

im wanting to know if:

you can place building onto a made map through leve editor, (i dont realy want to use renX), if u need to import an w3d building (like from the renegade building.zip) when i merg the parts to getter in renx i cant export as it say duplicet names / or wt ever it says, so cant continue, how do u sort this or has any one got the buildings already made up from them/ or knows were to get em?

You never want to import buildings of any kind, what you will want to use is my Proxis Setup.

Located here:

<http://renhelp.laeubi-soft.de/index.php?tut=61>

When in level editor and iv got a map and i want to add external vecs (like hover tank / tow hummer) when iv imported em and set up wt i know when i com to run the map i cant get into the vecs to drive em, so how do u sort this, or any one know an indepth tut?

I dont know of a tutorial as yet, but this is because of transitions. Click mod on your vehicles preset, and under transitions, adjust your Enter/Exit ones. You can delete some of the Exit ones so that you dont have to go and adjust each one.

how do u set up PTs? to add like the new vecs (alrady have the hud image) so if any one could help me with that.

Sadly the # of Vehicles on the Pt is Set. However, you can replace vehicles with yours. All of this information is on Global Settings ~ Prurchase Settings ~ Vehicles(Gdi) etc etc, youll figure it out from there, its not complicated.

if any one know were i can get good indepth tuts for renx and level editor i would be gratefull. or if any one wants to help me by making there own tut TY.

RenHelp is our best website for anything so far. However our main domain has been down for a week now. This URL will mirror you: <http://renhelp.laeubi-soft.de>

if any one knows of a good cnc resours site were tgheres plenty of good tuts or models plz tell me ty.

also just to fit in dos any one know any good scripting tuts?

So far, all you need to know is C++, If you know C++ then you can script for renegade.

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