Subject: Re: Shadows
Posted by Bulldawg on Wed, 21 Nov 2007 04:52:46 GMT
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Oblivion165 wrote on Tue, 20 November 2007 18:16For that you need to get the source .lvl from the westwood ftp:

ftp://ftp.westwood.com/pub/renegade/tools/Multiplayerlevels.zip

Open RenX/Max 8 and create a box using the VIS Blocker idea. Don't hide this box and make it double sided so you will be able to see it.

In LE, place the box as terrain and adjust its size accordingly. When the right size is found you can then hide the box, also to make sure nothing gets through you can also clone the box and make it enclose your original VIS Blocker.

i tried to start my renx and it started gmax and i dont have a serial to completely install it. on top of that id have a hard time following you directions since iv never use the program before.

is there anyway u could do it for me for walls flying, complex, hourglass, canyon, islands, mesa, and volcano. assuming it doesnt take long.