
Subject: Re: How to go about making a map
Posted by [IronWarrior](#) on Thu, 29 Nov 2007 06:51:04 GMT
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Visit this site to learn how to make maps:
<http://www.renhelp.net/>

You need gmax, you can find gmax 1.2 here:
<http://www.game-maps.net/index.php?action=file&id=530>

You can use other map makers too if you want, but gmax is a good start.

Then this for it:
<http://www.game-maps.net/index.php?action=file&id=685>

You need Renegade Public Tools:
<http://www.game-maps.net/index.php?action=file&id=519>

Renegade Public Tools, contains the Renegade Level Editor, you can also make maps with this, but it is best for editing them after they are made.

UnMixer:
<http://www.game-maps.net/index.php?action=file&id=334>

This is used to create the .mix files or to remove files from them.

You will need a server to test stuff in:

<http://www.game-maps.net/index.php?action=file&id=520>

There is lots and lots of other stuff to, that you might need later, some of it can be found at the same website, where others can be found in the westwood ftp.

Also, before you start asking more questions like how to make a hill or a building, please search for the answers by using the search.
