
Subject: Importing your own Gmax file as a preset

Posted by [sauron--the--king](#) on Sun, 21 Nov 2010 23:13:13 GMT

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Hello,

I've been using scripts and making maps for some time, but I've never worked with Gmax. Now I've made my own Gmax file. It's the floor-plan of Mission 10:

Now I want to import this to my own made map as a preset (Mission 10 but then multi-player and much more fun). In the mission GDI has to destroy the base. NOD is inside a place where GDI can't come, with this floor-plan on the ground (in big, about 5 meters in length). NOD will be able to see where the GDI player(s) is/are on this floor plan. Each time a GDI player enters a zone, a small black dot will be made on this floor plan on the place where the GDI guy is. When GDI walks for a while, the NOD players will see where GDI is and will then be able to teleport to them. So I need this floor-plan be imported in the map (big and moderate/high quality) as a preset. Can someone explain me how to do this? If there is an easier way to do it, please tell me.

Thank you in advance,
Kind regards,
Sauron

File Attachments

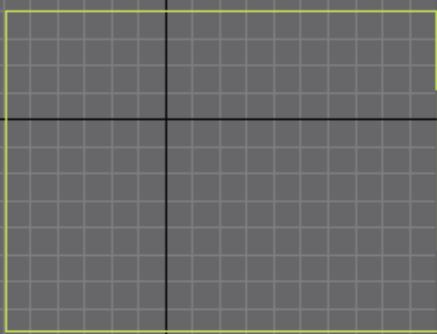
1) [screenshot.png](#), downloaded 1259 times

M10 Kaart.gmax - gmax

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



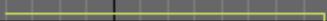
Top



y
z x

z
y x

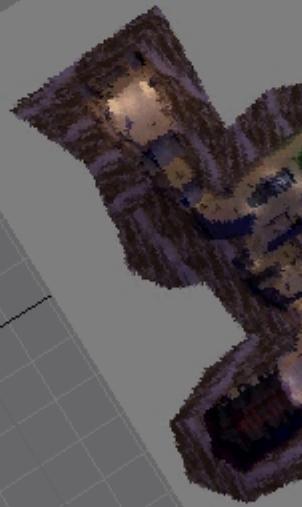
Left



z
y x

z
y x

Perspective



< 0 / 100 >

5 10 15 20 25 30 35 40 45 50 55 60 65

None Selected

Object Has been UN_ISOLATED

Click and drag to select and move objects

Add Tim

