Subject: Re: Importing your own Gmax file as a preset
Posted by sauron--the--king on Mon, 29 Nov 2010 21:57:35 GMT
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Thank you for your respond.

Well I will try to explain it differently.
The mission whom I am making looks the same like Mission 10 from Renegade. I've only changed the map (a lot) with many scripts and stuff. The Missionmap still looks the same from above as the map from Mission 10.

So what I want, is an ingame map from Mission 10. So players of the map can look which way they have to go to while inside the map. A really big poster from about 5 meters in length with the map of M10 on it. If I have a W3D model of that, which could be made with RenX if I am correct, I could use it inside the game.

So I would need a big Poster with the map of Mission 10 on it. If it's in W3D format I could use it in Renegade Editor and make a preset of it (an object which you can place inside the map).