
Subject: im new to renx/gmax, but would like to make some maps....

Posted by [Laser2150](#) on Wed, 03 Sep 2003 22:43:06 GMT

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yes you do.

anyway,

Making a map is usally the best way to learn the mod tools. Vechiles/weapons/and characters a slight more complex.

I would point you to Renhelp, but the only place i know to get it is down

Remeber: don't be afraid to experiment.

Now to mapping.

to usally start out you should just make a plane , give it some segs, and make it small about 50x50.

convert it to editable mesh by right clicking and moving the mouse over convert to. Then click editable mesh.

You will see a bunch of red icons appear in the toolbar to the right. if you don't make sure you converted it right.

Click the 3 dots that says "vertex" this puts a bunch of pretty blue dots on your plane.

Click on one, it will turn red. Red means its selected, and you can pick more then one by holding CTRL and clicking on more.

For me, i picked the middle ones .

You will see that crazy Y/X/Z arrows on it, make sure your on "select and move" and then raise them up some on the Z axis "up"

And look! you got a form of terrian!

try raising them up more and then selecting the ones from outside of it. Raise those and you got a hill!

Experiment and learn what everything does.
