Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Fri, 26 Apr 2002 22:29:00 GMT
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I just opened the tutorial and extracted it to a .w3d file and opened W3Dviewer here are the pics.

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Fri, 26 Apr 2002 23:15:00 GMT
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Does anyone else care? We can't make good maps unless these are fixed and the ramps are included.

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Fri, 26 Apr 2002 23:21:00 GMT
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1- about ramp, make your own ramp 2- oblisk texture: just adjust it with uwv modifier...3- barrack barbed wire: normal4- Footblocks have a messed up UVW map.... i suppose its westwood fault just mess up with uvw map stuff

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Fri, 26 Apr 2002 23:42:00 GMT
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quote:Originally posted by Francois:1- about ramp, make your own ramp   2- oblisk texture: just adjust it with uwv modifier...3- barrack barbed wire: normal4- Footblocks have a messed up UVW map.... i suppose its westwood fault   just mess up with uvw map stuff1- I suppose I could do that, but it wouldn't be the same...WW style2- How do I match it? I don't want to waste the time trying to find the perfect UVW map (If you have it, can you let me know)3- I know that the wires are clear eventually, but they are stuck together and if you change them, you have to manipulate the sizes, etc... I just wanted the same barracks as what they got.4- Not a big deal, I don't even really care about the footblocks, but same as 2,3...

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 12:05:00 GMT
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Yeah, you will notice that the footblock in front or the AGT is not level with the groubd as well (floating). I usually just remove all that stuff (footblocks and barb wire). For the most part, I am just using that map template to practice making maps (terrain, texturing, alpha blending, etc.), but we will all have to wait until WW releases the levels (without the bugs, and with the missing details

of how to do certain things), before we can get the results we are looking for.

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 12:13:00 GMT
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quote:Originally posted by xRUSSx:Yeah, you will notice that the footblock in front or the AGT is not level with the groubd as well (floating). I usually just remove all that stuff (footblocks and barb wire). For the most part, I am just using that map template to practice making maps (terrain, texturing, alpha blending, etc.), but we will all have to wait until WW releases the levels (without the bugs, and with the missing details of how to do certain things), before we can get the results we are looking for.Oh, they are releasing the .gmax files? I thought it was only going to be .w3d *crosses fingers*Have you gotten alpha blending to work?

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 12:21:00 GMT
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I thought that is what they were gonna do (I really hope so). As for Alpha Blending, yes I did get it working, what part are you having trouble with (a couple things I noticed: Sometimes you have to alternate between the vertcol and shading button before you are able to paint the vertices, in RenX, you will not see result of the alpha blending, only the shading of the vertices... make sure you have Projectile, Collision, Camera, and VAlpha checked off on W3D Tools). Quickest way to see reult is to use W3D Viewer, rather than loading into the level editor (make sure you have your texture paths setup correctly in W3D Viewer, or you will not see any textures).

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 12:31:00 GMT
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Here is a quick pic of the end result. Here is used WetDirt Texture as Pass1 and Snow as Pass2 (Alpha Blended). Strated with 100 Opacity in middle and worked my way out lowering the Opacity as I went. Again, it was just done quickly, but you can see that it is alpha blended.Image Here[April 27, 2002: Message edited by: xRUSSx]

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 14:44:00 GMT
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Cool, how did you lower the opacity step by step? I know how to do it in the material editor, but do you select your opacity level when you color it?

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 14:49:00 GMT
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Yes, I change the Opacity when I color it, there is a spinner above the VertCol box labeled Opacity \%.

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 14:52:00 GMT
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Could you save me a .gmax file so I can see how you did it? (with the settings...)

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 15:13:00 GMT
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It could just be a small piece, and did you load it in w3d or leveledit?

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 15:22:00 GMT
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It wouldn't show you anything, it would be just like the last pic in the tutorial. I followed the tutorial to do it, but if you really want the gmax file you can have it. It is just one plane with the textures applied.One thing to note though is, the more polygons on the face of the mesh, the more control you have over painting different parts of the vertices of the mesh. The plane i used was 100 x 100, with 20 Height Segs and 20 Width Segs. That is how you can change the opacity incrementally. Of course that was just for testing, you would have to find the right combination of number of polygons, detail, etc, when doing a whole level (but you prob wouldn't need to alpha blend all the textures in the level either). Haven't tried applying an optimize filter (to lower polygons) to it as of yet. It Would be interesting to see if it turned out the same, when reducing the polygons, after painting the vertices, etc.

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 15:23:00 GMT
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The pic is from W3d viewer, but I did also load it into the level editor, just to see how it looked from a player's perspective.

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 15:34:00 GMT
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If you really want it, I added it to the same link above, where the picture is...

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 15:42:00 GMT
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lol, I added OPtimize modifer to it to reduce polygons, just to see what it would do to the textures, and alpha blending. It reduced it to 1 polygon, and did not retain any of the vertice painting (didn't think it would, as there are no longer any vertices, but thought I would see, for the **** of it).

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 15:46:00 GMT
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Ok thanx, I'm trying a few more different things.

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 15:57:00 GMT
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Did you have affect alpha channel on in your vertex paint modifier?

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 15:59:00 GMT
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No, just colors (default). Haven't tried other options yet.

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 16:04:00 GMT
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Ok I loaded up your text.gmax and extracted it to .w3d and it looks like this.I wonder if I have a missing plug-in or some different version. Do you have gmax 1.1?

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 16:10:00 GMT
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Hmm... same version... You are using RenX, and not Gmax, right?When you loaded the .gmax file, and selected the mesh, could you still see the different modifers? (UVW and Vertex Paint)Under W3D Tools, was VAlpha still checked off...Are you missing the Snow Texture?I am using the mp-hourglass folder for textures, and not the map template folder, as there are more textures in it.Make sure you have both textures in the path that is setup for RenX and the W3D Viewer.

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 16:22:00 GMT
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Yes, It was exactly the same...the textures are loaded, but they don't get extracted in the .w3dWhen I load the alpha.w3d it only has 1 texture in the materials folderMaybe that is the problem, but then how do I fix it?!

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 16:24:00 GMT
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LOL, I see the snow texture in renx and wetdrt in w3dviewer... ?!?!?!

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 16:26:00 GMT
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You can use the resource collector in RenX (on utilites tab) to collect all textures used and place in same folder, or you can do as I did, and setup one folder (again I used the hourglass map folder included with the tools) as your main texture folder in w3d viewer. FILE > TEXTURE PATH

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 16:32:00 GMT
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Its like the extractor won't tell the mesh to use two textures, and I tryed the resource collector and that didn't work. I'm going to maybe reinstall it all I guess?!

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 16:35:00 GMT
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Well, before reinstalling, you might as well download new stuff from ftp....The MP Level files have been released (in case you didn't read that post). Unfortunately they do not include the Gmax files, but they will still be very useful. Plus, there is a possibilty that the tools were changed slightly (haven't got a confirmed answer on this, but if your gonna re-install anyway, you might as well downlaod the possible newer tools from the ftp site).

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 16:40:00 GMT
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sweet, actually I didn't see that one...

Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 17:04:00 GMT
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Well there is at least one new help file (that I have noticed so far, checking out mp levels) included with the tools from the ftp...