Subject: Yay! More questions!
Posted by SuperMidget on Mon, 28 Feb 2005 20:09:06 GMT
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Doors:
I need a 'jail cell' style door that opens when you pick up a certian key card. I know how to make key spawns, but I don't know what do to to make that type of door, as well as it to open with the key, is there anything special I have to do for the key card spawner? (scripts?) Please give me a better understanding

Roof + Floor:
In RenX, I am making a two storey building. I make a polygon and the camera shows that it is there. Then when I go under it, it vanishes! I think this is normal, to let you see through it, but I've done this before, and in LevelEdit, and when you actually play it, there is no visible polygon. What's the dealio?

I need this information stat. Thanks peeps.

Subject: Yay! More questions!
Posted by Sir Kane on Mon, 28 Feb 2005 21:18:37 GMT
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There are doors in the presets that take keycards to open them.

Polygons (faces) are only visible from the side they point to (defined by the normal). So you need a mesh for both, ceiling and floor. You could use a box or whatever for that.

Subject: Yay! More questions!
Posted by SuperMidget on Mon, 28 Feb 2005 21:41:10 GMT
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Would an element work?

"where they point to"? how do I point them in a certain direction?

Subject: Yay! More questions!
Posted by Sir Kane on Mon, 28 Feb 2005 21:51:10 GMT
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You can flip them when you have an editbale mesh.

Subject: Yay! More questions!
Posted by SuperMidget on Mon, 28 Feb 2005 22:08:50 GMT
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Ahh! So flip as in rotate?

Subject: Yay! More questions!
Posted by SuperMidget on Mon, 28 Feb 2005 22:47:59 GMT
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** When i do that, the attached sides move with it

How do I properly 'flip'? I need a celing for my tunnels! and a roof above them!

Subject: Yay! More questions!
Posted by Sir Phoenixx on Tue, 01 Mar 2005 01:17:40 GMT
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In editable mesh, select the polygons, clone them, and then flip them.

Subject: Yay! More questions!
Posted by SuperMidget on Tue, 01 Mar 2005 12:43:49 GMT
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Got it! Thanks a million

-Do textures (eg. nod wall text) go on straight with a flat, multi polyigoned surface?