
Subject: LevelEdit Sounds + Lighting Help
Posted by [SuperMidget](#) on Tue, 01 Mar 2005 12:54:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sound

I would like a better understanding of how to make certain sounds play in certain areas. I've looked around (Cause i know that my questions bother you guys :oops: sry) and i've found this:

But when I 'make' it, it makes some sort of 'object'. Anyway, how do I set up something like this (I'm looking for music like on "Dual Arena DM" to pu ton my map)?

Lighting

Ok, so I've made my map and it's all 'indoors'. I've compiled the following questions
-Will it be pitch black when I play or regular lighting?
-->If it will be dark what do I do in LevelEdit to edit the lighting/brightness? I don't need specific lighting on areas, just a nice level of brightness in the rooms (it's 2 storeys btw).
-Where are the 'light' tiles located to be put on the ceilings of the buidling/rooms? (For show obviously)

Thanks a ton in advance, please be specific and nice as I am still 70% noobish at this.

Subject: LevelEdit Sounds + Lighting Help
Posted by [Slash0x](#) on Tue, 01 Mar 2005 15:05:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why don't you just search the top bar where it says...
File Edit View Object Vis Pathfinding "LIGHTING".....

Open your eyes, most likely it's there. Most programs are built to make it easy for the client that is using it... :rolleyes:

As for sounds, press buttons (like the "make" button), edit a few, trail and error works just as good here as it does with everything else.

Subject: LevelEdit Sounds + Lighting Help
Posted by [SuperMidget](#) on Tue, 01 Mar 2005 15:34:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know I can experiment, but most of the time I have no idea what I'm doing. Frustration takes its place and I freak out when I've been working on it for like 8 hours straight. I'm just looking for a

striaght forward, easy answer to assist me, is that so hard to ask?

I've played around with the settings on lighting and I don't know how to just light every room equally without many shadows. :rolleyes:

Subject: LevelEdit Sounds + Lighting Help
Posted by [CnCsoldier08](#) on Tue, 01 Mar 2005 15:42:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just try stuff, it isnt like it takes long to run a map.

Subject: LevelEdit Sounds + Lighting Help
Posted by [SuperMidget](#) on Tue, 01 Mar 2005 15:51:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes it does! And I'm lazzzy

Subject: LevelEdit Sounds + Lighting Help
Posted by [Slash0x](#) on Wed, 02 Mar 2005 07:45:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

SuperMidgetI know I can experiment, but most of the time I have no idea what I'm doing. Frustration takes its place and I freak out when I've been working on it for like 8 hours straight. I'm just looking for a striaght forward, easy answer to assist me, is that so hard to ask?

I've played around with the settings on lighting and I don't know how to just light every room equally without many shadows. :rolleyes:

Well, how you think most of us got to where we are today...trail and error and that Ren Tutorial site, that's pretty much it. Some, like AK, had to do everything Trail and Error. I personally spent countless hours to beable to do what i can do today. If you cannot find it by trail and error, then come, but if you get frustrated, that means leave the comp for a few minutes. Trust me, that always helped, kinda like when I keep dying in Source.

Subject: LevelEdit Sounds + Lighting Help
Posted by [bisen11](#) on Wed, 02 Mar 2005 13:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stupid dots in tunnels. There's always one hidden... In other words. Practice till yah get it right

Subject: LevelEdit Sounds + Lighting Help

Posted by [SuperMidget](#) on Wed, 02 Mar 2005 14:07:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

I guess you're right guys.. grrr

Thnx anyways

just ONE more question

I'm trying to make a swinging door (like normal ones in real-life). To animate it I need to pivot it 90 degrees from a specific point to make it perfect, but I don't know how to move the pivot point when 'animate' is selected. (the pivot button is unavailable when anime is pressed)

Subject: LevelEdit Sounds + Lighting Help

Posted by [Burn](#) on Wed, 02 Mar 2005 19:13:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Then go to the frame where you want the door to be fully open, change the pivot point position, and click animate then rotate it 90°.

Subject: LevelEdit Sounds + Lighting Help

Posted by [SuperMidget](#) on Thu, 03 Mar 2005 12:41:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

The pivot poitiotn button isn't available when 'animate' is pressed. Is there another way?

Subject: LevelEdit Sounds + Lighting Help

Posted by [SioxerNic](#) on Fri, 04 Mar 2005 09:04:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Take a full screenshot of your RenX and i will explain

Subject: LevelEdit Sounds + Lighting Help

Posted by [SuperMidget](#) on Fri, 04 Mar 2005 16:55:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

I figured it out

BUT:

Now I need to add glass on the swinging door.

Glass= box with glass as material, hidden

when i attach the glass to the actual door (which is required in order to move it all 90degrees) a window pops up with 3 options (material+ID and that sorta stuff). Which one do I choose if I want everything I attach to the main door to keep its original properties?

Subject: LevelEdit Sounds + Lighting Help
Posted by [Slash0x](#) on Fri, 04 Mar 2005 18:49:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

First one, check the box at the bottom.

Subject: LevelEdit Sounds + Lighting Help
Posted by [SuperMidget](#) on Fri, 04 Mar 2005 18:51:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

On w3d tools?

Specific would be uber-tastic.

Subject: LevelEdit Sounds + Lighting Help
Posted by [Slash0x](#) on Fri, 04 Mar 2005 18:57:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you merge two separate meshes with two different materials, it will ask you what you want to do with the meshes (applying them in different ways to the current selected mesh).

You attached two meshes together and it is asking you what you want to do with the two materials that are applied to the mesh. I don't know what the options are, I just know that the three radio buttons, top needs to be selected, and the checkbox at the bottom of that message box needs to be checked as well. Then press okay or whatever is there to continue...

Subject: LevelEdit Sounds + Lighting Help
Posted by [SuperMidget](#) on Sat, 05 Mar 2005 05:45:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ahh i know what you are saying, Tx i'll give 'er a wurl.
