**Subject: How add buildings in renx?**
Posted by Fleetatks on Sat, 25 Jun 2005 15:18:37 GMT
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I read a couple turtorials and none of them say how to add buildings to a map, and also how do u make like ur map look like it has "mountains" instead of just brown boxes? im a newby at map making so dont make fun of me

**Subject: Re: How add buildings in renx?**
Posted by Oblivion165 on Sat, 25 Jun 2005 15:22:52 GMT
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follow this tutorial for beginners:

http://renhelp.co.uk/?tut=59

and use this buildings file to make it easier:

http://renhelp.laeubi-soft.de/Tutorials/Oblivion/TUT_Proxis/ /buildings_prox.zip

**Subject: Re: How add buildings in renx?**
Posted by Fleetatks on Sat, 25 Jun 2005 15:35:43 GMT
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ur just full of information arent u,oblivion

**Subject: Re: How add buildings in renx?**
Posted by Fleetatks on Sat, 25 Jun 2005 15:37:39 GMT
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my gmax still doesnt work, from yesterday, so i been using renx so i have no idea what the buildings_prox thingy is (

**Subject: Re: How add buildings in renx?**
Posted by Fleetatks on Sat, 25 Jun 2005 16:00:18 GMT
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in C:/Gmax/Gmax.ini what do i put at the very bottom were it says

[WindowState]
GFXType=
GFXRenderer=

GFXDevice=

??

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## Subject: Re: How add buildings in renx?
Posted by Oblivion165 on Sat, 25 Jun 2005 16:28:14 GMT
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Hmm i dont know why you would have to mess with that.

Is you Gmax rendering device pooched or something?

You should just be able to do this: (In order)

1. Download and install Gmax:
  http://www.turbosquid.com/Download/Index.cfm?FuseAction=Down
load&ID=L567271&DLC=XFM83W83US

2. Run Gmax 1 time to enter registration code.

3. Download and install RenegadePublicTools2.exe
  ftp://ftp.westwood.com/pub/renegade/tools/RenegadePublicTool s2.exe

4. Goto: "C:\gmax\gamepacks\Westwood\RenX"
Right-click the RenX shorcut and "Send To ~ Desktop(Create Shortcut)

5. Download The Building Models
  http://renhelp.laeubi-soft.de/Tutorials/Oblivion/TUT_Proxis/ /buildings_prox.zip

6. Right-click the "buildings_prox.zip" and hit "extract here".

7. Double click the Renx shortcut you placed on your desktop earlier.

8. When Renx Loads ~ goto "File" ~ "Open" ~ then goto the file you extracted from
"buildings_prox.zip"

9. Continue the tutorial skipping that part:
http://renhelp.co.uk/?tut=59


EDIT: And yeah i make a point to be the first poster on Mod problems. I even am a constant
poster on the RenHelp forums. One day i want to be a Moderator in the Mod section of this forum.

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## Subject: Re: How add buildings in renx?
Posted by Fleetatks on Sat, 25 Jun 2005 16:52:09 GMT

when i entered the code thingy yesterday after it it said something about "selecting rendering device" or osmehting and i had no idea what to pick so i just went to next and ever since i kept getting an error message

Subject: Re: How add buildings in renx?
Posted by Fleetatks on Sat, 25 Jun 2005 16:53:17 GMT

what is a renderiung device?

Subject: Re: How add buildings in renx?
Posted by Oblivion165 on Sat, 25 Jun 2005 17:11:49 GMT

a rendering device is what the software uses to project the images on the screen.

Heres what you do:

Goto Start ~ Run ~ Type in "RegEdit"

At the top goto "Edit" ~ "find"

Type in "Gmax" Delete what comes up, then hit "F3" to find the next entry. keep hitting "F3" and delete everything that comes up until it says "Finished searching through the registry"

Relaunch Gmax and select Heidi as you rendering device.

Subject: Re: How add buildings in renx?
Posted by Fleetatks on Sat, 25 Jun 2005 17:26:50 GMT

well theres like a billion things... isnt there a faster way? lol

Subject: Re: How add buildings in renx?
Posted by Fleetatks on Sat, 25 Jun 2005 17:28:41 GMT

nvm, but i couldnt delete 1 that said "default"

Subject: Re: How add buildings in renx?
Posted by Fleetatks on Sat, 25 Jun 2005 17:31:33 GMT
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how come i cant export the buildings as a w3d?????

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Subject: Re: How add buildings in renx?
Posted by Oblivion165 on Sun, 26 Jun 2005 00:08:48 GMT
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1. Make sure your running Renx, not Gmax. (Should give you a renegade splash screen, and when loaded the program will be green)

2. If it says (Plasma | .P3d) on the export window, then simply click it and select .W3d

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Subject: Re: How add buildings in renx?
Posted by Fleetatks on Sun, 26 Jun 2005 07:39:57 GMT
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lol then how do i add buildings in renx? i only have them for gmax, and also how do u change camera position (other then zoom)

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Subject: Re: How add buildings in renx?
Posted by Fleetatks on Sun, 26 Jun 2005 07:42:25 GMT
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now renx doesnt work!?!?!? why is this??

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Subject: Re: How add buildings in renx?
Posted by Oblivion165 on Sun, 26 Jun 2005 10:33:26 GMT
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RenX IS GMax. It will load .Gmax Files.

All your camera tools are in the very bottom right of the screen.


In RenX goto~File~Open, then open the file "Tutorial_Buildings.gmax" file.

It should look like this:

Then Export the file, just like this:

Make sure where it says "Save Type" Put .w3d

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Subject: Re: How add buildings in renx?
Posted by Fleetatks on Fri, 01 Jul 2005 13:42:06 GMT
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Theres nothing in my C:/gmax/gamepacks folder!!!!!!!

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Subject: Re: How add buildings in renx?
Posted by Oblivion165 on Fri, 01 Jul 2005 14:18:09 GMT
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Reinstall RenegadePublicTools2.exe

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