Subject: tunnels...
Posted by Anonymous on Mon, 25 Nov 2002 21:47:00 GMT
View Forum Message <> Reply to Message

I have atleast 3 tutrials on how to make tunnels, and many just aren't good. To make tunnels the best way i found was make box's by box's by box's. But is there a better way? Also for a tunnel to come threw the mountain i see you gotta edit mesh and move the poly around, but what should i set the polygon to while creating this box/mesh ? Basically whats the maxium polygons a mountain side should have=) Any answer's are greatly thanked in advance.part of nova existence mod http://cncex.com/forums/index.php?s=8df243143eed5954cfe27304251cb89b&act=SF&f=25

Subject: tunnels...
Posted by Anonymous on Mon, 25 Nov 2002 23:43:00 GMT
View Forum Message <> Reply to Message

Hmmm, there are alot of questions there. All i do to make tunnels is create a box, delete the end polys, uncheck "backface cull" in propeties, and then make it 2 sided in W3D options. I then align it with whatever i want it to connect to.As for the number of polys on a mountain side...thats up to you. You want to get the best look from the lowest number of polys. A good map should have only about 20,000 - 30,000 polys. But to get a better idea, look at Westwood's muliplayer maps in renx. I think you can download them from their ftp site.

Subject: tunnels...
Posted by Anonymous on Tue, 26 Nov 2002 02:54:00 GMT
View Forum Message <> Reply to Message

some1 told me to make four seperate boxes for the floor,walls and roof, then use weld? to join the meshes and then use extrude? to stretch it?I just made a floor with one box mesh, two walls and a roof and went from there. use the editablemesh/face and then delete the faces off the mountain meshes until you get the right opening size, fill in the gaps with boxes that look like Door Headers. I actually built a square building that my tunnel ramped from under the ground into as a entrance.(see C&C_Pillars map)it takes longer, but is better for people that dont know how to use all the tools in RenX. or play with RenX until you figure all that other stuff out.by makeing 4 seperate meshes you can texture the Tunnel floor,walls and roof differently.

Subject: tunnels...
Posted by Anonymous on Wed, 27 Nov 2002 00:25:00 GMT
View Forum Message <> Reply to Message

wooho!! thank you so much guys. Hey scarface, hows your mod coming along? Also i don't see you online much, so i'm supposing your not in nova? we got ourselves new forums=P

Subject: tunnels...
Posted by Anonymous on Wed, 27 Nov 2002 00:29:00 GMT
View Forum Message <> Reply to Message

Wait, sorry, wheres backface cull opition at?Added: Nevermind, Found it, thanks for replies.  [ November 26, 2002, 12:31: Message edited by: greenhaze2003 ]

Subject: tunnels...
Posted by Anonymous on Wed, 27 Nov 2002 00:54:00 GMT
View Forum Message <> Reply to Message

actually, i found it easy to make a box, then make another one a tad smaller, and move it up a little and buleen it