
Subject: RENX

Posted by [Sn1per74*](#) on Mon, 10 Jul 2006 23:35:34 GMT

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Ok- Yet another problem I have (I seem to have alot). I open up RENX and I follow the first map tutorial on laeubi's help site.. It all goes well until i press "m" to put the textures on the map- nothing happens. I go into the gmax folder> the renegade folder> I see textures. I click on textures and there is nothing in it. So I figure that I need to textures- so I downloaded the textures and put them in there. I open up RENX again- make the plane- select it- press "m" and nothing happens.. Anybody know whats up?

Subject: Re: RENX

Posted by [Sn1per74*](#) on Tue, 11 Jul 2006 14:27:09 GMT

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anyone?

Subject: Re: RENX

Posted by [Sn1per74*](#) on Tue, 11 Jul 2006 16:21:46 GMT

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PLEASE

Subject: Re: RENX

Posted by [Zion](#) on Tue, 11 Jul 2006 21:33:27 GMT

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1. Make sure you have an mesh selected before you hit "M" or,
 2. Press the Material Editor button at the top right-ish (i think.)
-

Subject: Re: RENX

Posted by [Sn1per74*](#) on Tue, 11 Jul 2006 22:38:57 GMT

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It says there is an error.

Subject: Re: RENX

Posted by [Zion](#) on Wed, 12 Jul 2006 00:36:13 GMT

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Reinstall Renegade Public Tools 2?

Subject: Re: RENX

Posted by [Sn1per74*](#) on Wed, 12 Jul 2006 00:40:50 GMT

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I found another way to texture my map- thanks though.

If I made a wall in GMAX how would I make ramps to the top and how would I cut a hole in it?

Subject: Re: RENX

Posted by [Zion](#) on Wed, 12 Jul 2006 00:51:22 GMT

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IfWhat?!?!? Re-explanation please.

To "cut holes" in planes, use the boolean method. To use this method follow these steps:

1. Make a box the size of the hole you want to make and place it so it protrudes through the plane.
2. Select the mesh you want to boolean the hole out of.
3. In the "Create" tab, select the dropdown box that has "Standard Perimitives" in and chose "Compound Objects" from the menu.
4. Click the "Boolean" button.
5. In The Rollout "Operands", click "Pick Operand B" and select the box you use to make the hole with.
6. The box will dissapere and leave a hole in the mesh.
7. Select the option "Standard Perimitives" from the dropdown menu you used before.
8. De-select the mesh.

Congrats, you just made you're first hole with the boolean tool.

Subject: Re: RENX

Posted by [Sn1per74*](#) on Wed, 12 Jul 2006 01:18:43 GMT

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On walls for example, there are ramps to the tops of the walls. How would I make ramps like that?

Subject: Re: RENX

Posted by [Zion](#) on Wed, 12 Jul 2006 14:07:17 GMT

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Make a thin box and give it the "Edit Mesh" modifier. Then select the "Polygon" button and select

top/bottom of the box, then drag in the direction you want until you receive desired effects.
