
Subject: Changing the axis of rotation in gmax/renx
Posted by [Anonymous](#) on Fri, 03 Jan 2003 13:58:00 GMT

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

<- assume this is the side view of an object in gmax or renx| <- assume this is the same view, but the object is rotated 90 degrees| <- this is the same object rotated 180 degrees| <- and this is the object rotated 270 degrees| Go it? now.../ <- assume the object is tilted back, say, 30 degrees| <- this is what the object would look like when rotated on the same axis as before It's not the same! What I would like to know is how to tilt the axis of rotation for an object so that when rotating, it stays the same and looks like this: \ all the way around Can anyone help me? [January 03, 2003, 17:59: Message edited by: HotWire721]

Subject: Changing the axis of rotation in gmax/renx
Posted by [Anonymous](#) on Fri, 03 Jan 2003 14:28:00 GMT

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

There is a little drop-down box up at the top of RenX that says "View" change it to "Local". Does that help or am I just totally confused!

Subject: Changing the axis of rotation in gmax/renx
Posted by [Anonymous](#) on Fri, 03 Jan 2003 17:46:00 GMT

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

I think my attempt to make this matter simple using childish drawings was too complicated What I want is to make a tilted object evenly rotate on the axis perpendicular the face. Please help

Subject: Changing the axis of rotation in gmax/renx
Posted by [Anonymous](#) on Fri, 03 Jan 2003 17:48:00 GMT

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

Here's a few to start off with.....i tried to contact you greg but i still havent got a response or a forwarding addy. from my e-mail to Mr. rubyor. _____ Invalid TGA format used in C:\~\MCT_wep-atr.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\ply-gradient.tga - only 24 and 32 bit formats should be used! Invalid texture size, scaling required. Texture: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\C&C_"mapname"\terrain\building interior tiles_multiplay\mp - gdi weapons factory\gdflor-gdi.tga, size:223 x 256 -> 256 x 256 Invalid TGA format used in C:\~\MCT_con-ref-hnd.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\bar_pct_master.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\agd_pct_master.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\ref_pct_master.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\atr_pct_master.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\MCT_weap-atr.tga - only 24 and 32 bit formats should be used! Invalid TGA

format used in C:\~\lob_clr_arw.tga - only 24 and 32 bit formats should be used!Invalid TGA format used in C:\~\MCT_con-ref-hnd.tga - only 24 and 32 bit formats should be used!_____there's a few others but i cant remember what they were....a couple more that need scaled.....and at least one more pct master that needs the colordepth changed.Hope you can straighten out the colordepths for the next patch.Eric.P.S.....please e-mail me as i do have some things i need to discuss with you about what can and cannot be released graphics wise from the multiplay and single play maps.....i do now have the ability to import and export the w3d file format to any format i wish.....i do have a limited amount of animation bones exporting i can do depending on the depth of the hirearchy...but it doesnt matter with terrain and landscape meshes.....and i already had a crash course in how to create and apply bones to a mesh that had been filleted of all it's bones.....i'm sticking with .3ds,.x{directx},ms3d,and .gmax.Please e-mail me Greg....i dont stop by here that much any more.

Subject: Changing the axis of rotation in gmax/renx
Posted by [Anonymous](#) on Fri, 03 Jan 2003 19:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't believe those warnings effect the game at all. Just a few messages telling you what the engine is doing. It automatically scales up invalid image sizes and increases the color depth of 16-bit images. Plus, I haven't seen Greg around here for quite some time. I sent a PM to him in November and never got a reply.

Subject: Changing the axis of rotation in gmax/renx
Posted by [Anonymous](#) on Fri, 03 Jan 2003 21:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

that isn't commando, those are the textures them self, they where not made in the correct size formats for the w3d/dds compatability...

Subject: Changing the axis of rotation in gmax/renx
Posted by [Anonymous](#) on Sat, 04 Jan 2003 01:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

that's right they arent the proper format to be converted to dds.....Yes....thank you....thank you.....you hit the nail right on the head Dante.That's why my computer locks up when i am moving around in the commando editor.....or i guess i should actually say my video card is locking up my system.For some reason.....and i was paying close attention to this to make sure it was crashing at the same time the errors came up.Every time my ATI AIW Radeon locked up was within 1 or 2 seconds after the error was displayed.Then it hesitates...and if it doesn't hiccup and resume almost immediately i'm shutting it down.It happens to me when the editor has to render the texture on the object in question.Say i turn around in walkthrough mode.....walk 10 steps away and turn around and face the building again.....as i am turning around the editor engine renders the said improper color depth texture.....my computer hesitates.....it might just hesitate for a

second but if it lasts longer than a second or two then it has for sure thrown my system into brainlock. When it really has an evil crash i can hear the little motherboard speaker start clicking and then it starts to hum and make wierd amplitude modulation noises noises...like an AM radio that has weak reception. This is not a healthy kind of crash for me to have and i really dont want to have to buy another high end display adapter yet.....something about that situation just doesnt agree with my display adapter when the color depths are different between objects i guess.....i dont know.....all i know is.....every time my computer locks up i am staring at one of these errors in the dialog box. The error is coming from the editor reading improperly formatted color depth of texture files in the always.dat and always2.dat archives. It's a problem that westwood could fix in an hour or less.....and i'm sure...at least in my case that the editor would be more stable and less likely to add fuel to the fire with my overtaxed display adapter. I usually multitask 3 editing programs at the same time....paintshop pro, AcdSee, gmax, sometimes commando while running gmax editing a meta class mesh that really slows down

gmax. _____ Invalid TGA format used in C:\~\MCT_wep-atr.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\ply-gradient.tga - only 24 and 32 bit formats should be used! Invalid texture size, scaling required. Texture:

C:\PROGRAM_FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\C&C_"mapname"\terrain\building interior tiles_multiplay\mp - gdi weapons factory\gdflor-gdi.tga, size:223 x 256 -> 256 x 256 Invalid TGA format used in C:\~\MCT_con-ref-hnd.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\bar_pct_master.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\agd_pct_master.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\ref_pct_master.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\atr_pct_master.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\MCT_weap-atr.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\ob_clr_arw.tga - only 24 and 32 bit formats should be used! Invalid TGA format used in C:\~\MCT_con-ref-hnd.tga - only 24 and 32 bit formats should be used! _____

My theory is that these little abnormalities are not good for stability of the program collectively...and it has definately proved to me that with my video adapter isnt bulletproof by any means. I wouldnt have even thought that this could have caused my pc to lock up till it happened 10 or 12 times within 2 days.....in almost the exact same place every time.....i've never had problems calculating or generating sectors. never had a prob saving or exporting mods or maps.....i've have been using the commando editor for over a year now and i hardly ever have a crash while saving, exporting, loading a map. The commando editor will crash on demand for me....all i have to do is select view full screen and poof....crash...lockup....scramble for the [ctrl][alt][del] keys. You just have to learn what to stay away from and what you can use without causing application meltdown or corruption of the library presets. If they got rid of all those referances to things that either arent there or have been updated or moved to a different directories in the library.....i'm sure that in it's self would get rid of the "What's that" crash.....you know.....hmm.....that looks like it might be interesting....so you select it click make.....and the little error window pops up to tell you that you better have not modified the preset library cause this baby's crashin right through to the basement. Hey....i just thought i'd bring it to Gregs attention.....it's not a major problem or anything....just a little annoyance no big thing.....Eric.

Subject: Changing the axis of rotation in gmax/renx

Posted by [Anonymous](#) on Sat, 04 Jan 2003 02:16:00 GMT

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

To SGT.May: I bet your fingers hurt after typing all of that, eh? But, I agree, they should fix that problem. It wouldn't take that much time, and I find it annoying always seeing that at the bottom.

Subject: Changing the axis of rotation in gmax/renx

Posted by [Anonymous](#) on Sat, 04 Jan 2003 10:36:00 GMT

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

I've never heard of it locking up anything like that, and I myself have no problems with it. That would be pretty annoying to deal with, but as for fixing it, there are some problems. The originals are stored in always.dat, which is where the files are pulled from first. Therefore, to fix it, they would have to patch the largest Renegade file. Now, if Westwood still uses a file offset system like the used in the old C&C games, then it would be pretty difficult to fix. They would have to develop a program that can modify the .mix file during the patch, and, since these files would have to be larger (increased dimensions or color depth,) several hundred megabytes of data would have to be moved and rewritten back into the file. I may be wrong on this note, but this is why it may not get fixed. Perhaps they'll do it though.

Subject: Changing the axis of rotation in gmax/renx

Posted by [Anonymous](#) on Sun, 05 Jan 2003 00:08:00 GMT

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

ACTUALLY they are read from the mod folder, then from always.datas in the game, they are read from the data folder, then always.dat (for modding purposes)so basically...i will try to get my RenEvo team to go through the textures and see if we can fix some of these errors (as far as resizing and remaking the dds's that cause problems) and make a quick patch for it
