
Subject: Single Player Buildings On Maps
Posted by [Anonymous](#) on Sat, 11 Jan 2003 16:11:00 GMT
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As i have only had a go at modding and making mainly DM maps i would like to ask a question that i am sure you modders will know. When making a multiplayer map with a single player building on you use the Merge or Xref objects command to add a single building. I am slightly confused by all the different things in the Westwood buildings pack. I was wondering if you could go through what you add to the map. First there is an exterior of the building then theres interiors and then agregates. Whch of them needs to be added to the map in RenX? do you add the interiros and aggregates in RenX? There are many sub directorys in the renegade buildings pack and sometimes more gmax files, what are they used for? and finally is there an easy way to cut the shape of a buildingout from a mesh or does it involve writing the coordintes and adjusting it?Thanks for any of you who help me on this, i would be very grateful

Subject: Single Player Buildings On Maps
Posted by [Anonymous](#) on Sat, 11 Jan 2003 17:58:00 GMT
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If we would have all the SP buildings in MP:A= lagB= try finding a beacon

Subject: Single Player Buildings On Maps
Posted by [Anonymous](#) on Sun, 12 Jan 2003 02:01:00 GMT
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First thing i used the term "Multiplayer Map" because i am making a map for multiplayer, yes. This is going to be a CTF or DM map and not a normal one. Buildings will not be damagable. Secondly as for lag, its not goint to be a big map and its only going to have 2 of these single player buildings on it. Also the lifts are goint to be replaced by Sgt.Mays staircases.Can anyone help me with my original question before they jump to conclusions about what the map is used for?Thanks

Subject: Single Player Buildings On Maps
Posted by [Anonymous](#) on Sun, 12 Jan 2003 03:24:00 GMT
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since the buildings arent going to be damageable just use the exterior and the interior agregates.....merge them and group them together as whatever building they are.....le...nod_hnd,nod_pwr,nod_obel,....etc...etc.Then just place them on your map in gmax and export.since the buildings arent going to be damageable you dont need the gmax damage agregates and you dont need to place a building controller on the building in the commando editor.No lag will be caused in multiplay by the elevators since you will not be using them.Does that answer the question you were asking?Eric. [January 12, 2003, 03:32: Message edited by: SGT.May]

Subject: Single Player Buildings On Maps
Posted by [Anonymous](#) on Sun, 12 Jan 2003 03:30:00 GMT
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use the gmax file i sent you of the sp/mp hand of nod with the staircases in place of the elevators as a guide on how they should be set up.I think it's easier to set up the buildings without the damage agregates than it is to set them up with them.Eric.

Subject: Single Player Buildings On Maps
Posted by [Anonymous](#) on Sun, 12 Jan 2003 06:05:00 GMT
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Thanks for the help, it has answered most of my question. So basically you add 2 gmax files, the interior and exterior for a static building that can't be damaged. The second question was how do you cut around the bulding so when u add the interior you don't get the outside terrin indide restricting access to the interior parts? I mean what is the simplest method for doint this?Thanks for all your help
