
Subject: Here is a map I would like to see...
Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:34:00 GMT
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A map using the gmax file for level 10 of SP (with the complete full nod base). Make it an Assault map perhaps or maybe a Team DM.

Subject: Here is a map I would like to see...
Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:36:00 GMT
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ok i made a building and i need to get the ladder working. i am not a commando editor guy but i wanna know how to get the ladder working. and i dont have a clue. all i did so far is export the building. and hte building is attached to the ladder.

Subject: Here is a map I would like to see...
Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:45:00 GMT
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You need to put the ladder there and then do "transitions". Look for a transitions folder in objects.

Subject: Here is a map I would like to see...
Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:48:00 GMT
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in leveledit, in the menu to the right look for "transitions" folder, inside are "ladder top" and "ladder bottom". Stack them accordingly, you will have to play around with them to get a sense of how to place em but they r easy.

Subject: Here is a map I would like to see...
Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:51:00 GMT
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is that the volcano one? I wouldnt want to do that though, I like to create brand new scenes. So I wont make it but im sure someone will try. If anyone does, it would be cool to include the keycard door things and maybe tunnels that connect each building underground.

Subject: Here is a map I would like to see...
Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:57:00 GMT
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no, the one I am referring to is the one with the big temple of nod in it, and the NOD construction yard to play around in.

Subject: Here is a map I would like to see...

Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:57:00 GMT

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ok but there are 2 types of ladders. there is ladder exit top/bottom and ladder enter top/bottom which one do i use and i need a bit more detail and help on this. [January 11, 2003, 21:58: Message edited by: Havoc 89]

Subject: Here is a map I would like to see...

Posted by [Anonymous](#) on Sat, 11 Jan 2003 21:59:00 GMT

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quote:Originally posted by Jonathan Wilson:no, the one I am referring to is the one with the big temple of nod in it, and the NOD construction yard to play around in.Remember, it's Nod, not NOD...And it's pointless to turn that into a MP map. It's too large for it. I have the 3D Studio Max file for it, but it's just worthless to do.

Subject: Here is a map I would like to see...

Posted by [Anonymous](#) on Sat, 11 Jan 2003 22:56:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Jonathan Wilson:no, the one I am referring to is the one with the big temple of nod in it, and the NOD construction yard to play around in.And it's pointless to turn that into a MP map. It's too large for it. I have the 3D Studio Max file for it, but it's just worthless to do.I agree. Turning a map that size into a DM map would be crazy. It is so large, that on a 10 player server, you would never find anyone!

Subject: Here is a map I would like to see...

Posted by [Anonymous](#) on Sat, 11 Jan 2003 23:16:00 GMT

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An assault mission would be very cool though...

Subject: Here is a map I would like to see...

Posted by [Anonymous](#) on Sat, 11 Jan 2003 23:37:00 GMT

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Maybe if you could make it so you can't go into the buildings. It would still be large, but add the SP interiors, and it is just too big for anything!

Subject: Here is a map I would like to see...
Posted by [Anonymous](#) on Sun, 12 Jan 2003 08:24:00 GMT
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can someone help me plz...

Subject: Here is a map I would like to see...
Posted by [Anonymous](#) on Sun, 12 Jan 2003 08:59:00 GMT
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Simple, Depending on what you want. Lets take it you have got a power plant with a ladder on it, you will add the transition bottom enter at the bottom and top exit at the top. The blocks are editor only objects so you won't see them in game. For more help see Dantes Renegade help file (renhelp 1.9) look under the "heightfield editor" section (in ren help 1.9) there is an useful tutorial.

Subject: Here is a map I would like to see...
Posted by [Anonymous](#) on Sun, 12 Jan 2003 10:03:00 GMT
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alright thx. ill look for that.

Subject: Here is a map I would like to see...
Posted by [Anonymous](#) on Sun, 12 Jan 2003 10:10:00 GMT
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what the hell are you talking about? there is only 1 set! Go to >Object >Transitions
>[LadderTop]+[LadderBottom]

Subject: Here is a map I would like to see...
Posted by [Anonymous](#) on Sun, 12 Jan 2003 10:24:00 GMT
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oh thats the one... i was thinking of another one.hey thanks deafwasp
