Subject: Building meshes are all messed up
Posted by bgkill007 on Sat, 11 Nov 2006 02:40:15 GMT

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hi, i see you are all really good with modding renegade so i need some help with a map im trying to make.

Like i merge and edit the renx file into renx and then put it into level edit, and when i load in the exterior of the buildings are in the right places, but all the interiors are all mixed together in 1 location.... Wat have i done wrong? am i using a bad set of models? if so can someone give me a link for the building meshes or wateva u have to put in renx.

Here is a screenshot of wat it looks like in leveledit:

Also i have attached the building renx file im using.... So if anyone has a better file or models or mesh or wateva or can offer any help as to y this is happening and how to fix it, it'd be greatly appreciated.

File Attachments
1) buildings.zip, downloaded 131 times

Subject: Re: Building meshes are all messed up
Posted by Jerad2142 on Sat, 11 Nov 2006 05:54:45 GMT

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Try using the building interiors form the presets list in level editor (warning you will have to adjust their positions manually). There are two separate categories for these, one is in terrain and one is in tile try both and see which you like working with better.

Subject: Re: Building meshes are all messed up
Posted by Spice on Sat, 11 Nov 2006 06:12:34 GMT

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You moved the proxies in Renx. You need to re-place the buildings on your map.
There are little blue boxes within the buildings, these are the proxy bones. If you're going to move the whole buildings, they have to move with it.

The proxies tell level edit where to load the interior tiles.

Subject: Re: Building meshes are all messed up
Posted by R315r4z0r on Sat, 11 Nov 2006 16:59:19 GMT

EXdeath wrote on Sat, 11 November 2006 01:12You moved the proxies in Renx. You need to re-place the buildings on your map.
There are little blue boxes within the buildings, these are the proxy bones. If you're going to move the whole buildings, they have to move with it.

The proxies tell level edit where to load the interior tiles.

They are yellow for me <_<

Subject: Re: Building meshes are all messed up
Posted by Zion on Sat, 11 Nov 2006 17:06:43 GMT

They can be any color, just leave them alone and they'll have no problems with you and you'll have no problems with them.

Subject: Re: Building meshes are all messed up
Posted by Viking on Sat, 11 Nov 2006 18:02:59 GMT

ITS THE LEGENDARY SUPERBUILDING!! ZOMG!

Subject: Re: Building meshes are all messed up
Posted by bgkill007 on Sun, 12 Nov 2006 08:12:19 GMT

Jerad Gray wrote on Fri, 10 November 2006 22:54Try using the building interiors form the presets list in level editor (warning you will have to adjust their positions manually). There are two separate categories for these, one is in terrain and one is in tile try both and see which you like working with better.

Im going to try this first because i cant seem to find the proxies in the file, how to i find them?

Subject: Re: Building meshes are all messed up
Posted by PaRaDoX on Sun, 12 Nov 2006 11:30:12 GMT

They are little boxes in the building mesh

Subject: Re: Building meshes are all messed up
Posted by YSLMuffins on Mon, 13 Nov 2006 01:34:10 GMT
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You can also try selecting by name in gmax. They usually start with mg* for GDI and mn* for nod. So, mgbar for the GDI barracks and mnpwr for the Nod Power Plant. However, since you moved the proxies, you're better off merging the original buildings back onto your map from the building template gmax file.

Subject: Re: Building meshes are all messed up
Posted by Spice on Mon, 13 Nov 2006 20:53:16 GMT
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Press H, you are looking for objects ending with a ~00. Those are the proxies.

Subject: Re: Building meshes are all messed up
Posted by R315r4z0r on Mon, 13 Nov 2006 21:12:38 GMT
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Easy way to do this, step by step.

-Click on the selection Arrow (Button on top, looks like a normal arrow)

-Click and drag a dotted line box around all the parts of the building.

-Deselect all the things that were selected that weren't part of your building, things like the ground, or whatever. (hold Ctrl down, and click on each of the things you want to deselect.

-Delete the things you selected. (If you noticed something gone that you didn't want gone, just undo what you deleted, and deselect that, then delete again)

-Now, find the boxes for the interiors of the buildings. Select all of them, and then delete them too.

-Go to file, merge, and put in the buildings again. (if your not using the Multiplayer building template then only do ONE AT A TIME!)

-Select the parts of the building using the selection arrow. deselect things that aren't apart of your building.

-If the boxes in the buildings aren't grouped to the exterior of the building, then group them together, so you don't mess up later.

-What ever you do, DO NOT CENTER the building by manually putting in the coordinates, that centers all the parts of the building to where ever, and will screw the entire building's looks up,

just move it using the move tool.

-Place your buildings, and save your map! Your done!

Subject: Re: Building meshes are all messed up
Posted by bgkill007 on Tue, 14 Nov 2006 06:12:18 GMT
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razorblade001 wrote on Mon, 13 November 2006 15:12
-Go to file, merge, and put in the buildings again. (if your not using the Multiplayer building template then only do ONE AT A TIME!)

Can u send me the multipayer building template cause i only have the one that comes with level edit that is like outdated and one i got with my tutorial which is bodgy.

Subject: Re: Building meshes are all messed up
Posted by bgkill007 on Tue, 14 Nov 2006 08:28:39 GMT
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Sorry that i replied to my reply, but the edit expirery ran out.

Ok it seems that no matter what template i use, if the map terrain is built using a height field the interior meshes tend to be in the one place.... But maps using the terrain in renx r fine... Y does this happen...

Subject: Re: Building meshes are all messed up
Posted by Titan1x77 on Tue, 14 Nov 2006 22:20:10 GMT
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are you moving them in Level editor?

if so the proxys now move to 0,0,0 as they reset once you move the building.

place your buildings exactly where u want them in Ren-x using the xyz coords of where u want them to be in the heightmap.

Subject: Re: Building meshes are all messed up
Posted by R315r4z0r on Wed, 15 Nov 2006 03:59:23 GMT
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bgkill007 wrote on Tue, 14 November 2006 01:12razorblade001 wrote on Mon, 13 November 2006 15:12
-Go to file, merge, and put in the buildings again. (if your not using the Multiplayer building template then only do ONE AT A TIME!)

Can u send me the multipayer building template cause i only have the one that comes with level edit that is like outdated and one i got with my tutorial which is bodgy.

you have them already.

They are called "Buildings-Setup.gmax" and "Flying_Buildings_setup.gmax"

Subject: Re: Building meshes are all messed up
Posted by Veyrdite on Fri, 17 Nov 2006 22:32:35 GMT
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this happens to me
its just because you need to move everyding together.
when you merge, as soon as you try and move the stuff it normally seperates. my advice, as soon as you merge it, group it.

i also reccomend you ungroup it at the end as its loads a lot quicker in leveledit without groups

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