
Subject: Models

Posted by [tanner2007](#) on Tue, 16 Jan 2007 08:44:03 GMT

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

here is the link to models <http://www.cnc-source.com/files/pafiledb.php?action=category&id=36>
what are they for and how could i us them

Subject: Re: Models

Posted by [Ryu](#) on Tue, 16 Jan 2007 08:45:17 GMT

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

There mostly for people who make maps.

Subject: Re: Models

Posted by [tanner2007](#) on Tue, 16 Jan 2007 09:47:32 GMT

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

ok in that case i have never made a map in my life can some one tell me where to get the software to make them and place that can teach me how to do it please

Subject: Re: Models

Posted by [puddle_splasher](#) on Tue, 16 Jan 2007 09:57:58 GMT

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

Sorry I cant help, however I can pay compliments when they are due.

You have a 100% improvement in your spelling. Its a pleasure to read the post.

Keep up the spell checks.

Subject: Re: Models

Posted by [nopol10](#) on Tue, 16 Jan 2007 10:00:06 GMT

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

puddle_splasher wrote on Tue, 16 January 2007 17:57Sorry I cant help, however I can pay compliments when they are due.

You have a 100% improvement in your spelling. Its a pleasure to read the post.

Keep up the spell checks.

Agreed. It's hundred times better than your PM last year.

Subject: Re: Models
Posted by [Goztow](#) on Tue, 16 Jan 2007 15:12:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now only punctuation is missing .

Subject: Re: Models
Posted by [Herr](#) on Tue, 16 Jan 2007 15:27:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://renhelp.laeubi-soft.de/>

Subject: Re: Models
Posted by [Zion](#) on Tue, 16 Jan 2007 17:15:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Models are comprised of 3D (three dimensional) polymorphic meshes. These meshes are comprised of vertices, edges and polygons. These models are used in 3D gaming all of the time and requires a good 3D game engine to display all of the models. You can get more info about 3D models and 3D graphics at The Wiki.

To edit/create your own 3D models you will require to use Gmax, and Renx, a plugin for Gmax to export as .w3d files and correct texture settings. Renx is included with RPT2.

You will also need Renegade Public Tools 2 to finish the map/model.

Look for tutorials, there's a great one on turbosquids site for gmax and has got me where i am today.

Good luck and happy modeling!

Subject: Re: Models
Posted by [puddle_splasher](#) on Tue, 16 Jan 2007 21:38:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

What a difference in the replies!

Again, I am sorry that I cannot help but the personal manners of all have changed.

Tanner, well done.
