Subject: map sizes
Posted by jnz on Wed, 14 Feb 2007 21:14:30 GMT
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this may seem a wierd question, but i need the answer pretty badly.

i need to know how to find the width of a given map in renegade. weather it be in renx or LE or whatever tool you want. but its width must be in the same units renegade uses. if can find out this, i will be very happy

so go on, make a programmer for renegade happy today

Subject: Re: map sizes
Posted by JeepRubi on Wed, 14 Feb 2007 22:03:37 GMT
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How the hell do you have 1500 posts in less than a year?

Subject: Re: map sizes
Posted by jamiejrg on Wed, 14 Feb 2007 22:20:24 GMT
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edit

Select the whole terrain (map) and go to Group>group>ok
Click on the group, then right click and press properties. The dimensions will be in the properties window

Your welcome.

Jamie

Subject: Re: map sizes
Posted by jnz on Thu, 15 Feb 2007 00:16:03 GMT
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jamiejrg wrote on Wed, 14 February 2007 22:20*edit*

Select the whole terrain (map) and go to Group>group>ok
Click on the group, then right click and press properties. The dimensions will be in the properties window

Your welcome.

Jamie

thanks, it worked. although, it was a little off. does gmax use diffrent units to then renegade engine?

Subject: Re: map sizes
Posted by Sir Kane on Thu, 15 Feb 2007 01:31:19 GMT
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It's all in meters.

Subject: Re: map sizes
Posted by Zion on Thu, 15 Feb 2007 13:59:11 GMT
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I thought it was centimeters... That's what gmax's scaling units are at anyway.

Subject: Re: map sizes
Posted by Jerad2142 on Thu, 15 Feb 2007 15:39:41 GMT
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I have mine in units, which will be the same positions in level editor.

Jeep Rubi wrote on Wed, 14 February 2007 15:03How the hell do you have 1500 posts in less than a year?
6.74 average messages per day

Subject: Re: map sizes
Posted by Veyrdite on Sat, 17 Feb 2007 05:35:39 GMT
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i have mine in meters, the same as all the westwood models i have ascessed
why do you need the dimensions anyway? scripting?

Subject: Re: map sizes
Posted by jnz on Sat, 17 Feb 2007 19:07:22 GMT
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Seye(Smart Eye, not StealthEye), im working on a formula to map the position of the player to a

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grid or image. The values i got from renX seemed pretty good. just needed a bit of tweeking.