
Subject: what map modifying tools do i need
Posted by [NFHAVOC](#) on Thu, 03 May 2007 13:54:19 GMT
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i trying to make coop maps should i use level edit

i trying to modify the sp maps

what would me the best tool for that

Subject: Re: what map modifying tools do i need
Posted by [Genesis2001](#) on Thu, 03 May 2007 14:30:29 GMT
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If you mean that you want to modify the existing Co-Op maps, download the SinglePlayerLVLs.

If you mean making your own Co-Op maps, You'll need either 3DS Max (Latest is version 9) or RenX (mod for Gmax).

RenHelp is your friend

-Thanks,
MathK1LL

Subject: Re: what map modifying tools do i need
Posted by [Jerad2142](#) on Thu, 03 May 2007 15:54:45 GMT
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MathK1LL wrote on Thu, 03 May 2007 08:30

If you mean making your own Co-Op maps, You'll need either 3DS Max (Latest is version 9) or RenX (mod for Gmax).

Incorrect, max 8, 9 cannot export to W3D yet.

Subject: Re: what map modifying tools do i need
Posted by [Spice](#) on Thu, 03 May 2007 19:13:59 GMT
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If you want to modify the existing renegade single player levels, all you need is Level edit. You don't need any modeling programs.

Level edit comes in the Renegade Public Tools.

Subject: Re: what map modifying tools do i need
Posted by [Genesis2001](#) on Thu, 03 May 2007 19:18:27 GMT
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Jerad Gray wrote on Thu, 03 May 2007 09:54MathK1LL wrote on Thu, 03 May 2007 08:30
If you mean making your own Co-Op maps, You'll need either 3DS Max (Latest is version 9) or
RenX (mod for Gmax).

Incorrect, max 8, 9 cannot export to W3D yet.

:/ There IS a W3D exporter out, I just don't know where to get it...

-MathK1LL

Subject: Re: what map modifying tools do i need
Posted by [zunnie](#) on Thu, 03 May 2007 19:21:43 GMT
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<http://www.game-maps.net/index.php?action=category&id=91>
Everything you need to start mapping or modding basically.

If you want to use SSAOW 1.5 on the coop server i would recommend
getting this: <http://www.game-maps.net/index.php?action=file&id=607>
AI Bots have been fixed in this version of SSAOW 1.5

Also, i would recommend to disable all logging in ssaow.ini options
Gamelog and SSAOW log, it will keep track of all bots else which
can be quite cpu intensive if you have a lot of bots on your server.
It is recommended to turn off logging.

To have donating functional you have to set the option in brenbot.cfg
to seperate donating from gamelog.

Subject: Re: what map modifying tools do i need
Posted by [danpaul88](#) on Thu, 03 May 2007 19:36:10 GMT
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But be aware that by seperating donations from gamelog someone donates to someone who has
not yet loaded the map the server will crash...

Subject: Re: what map modifying tools do i need
Posted by [Oblivion165](#) on Thu, 03 May 2007 19:38:39 GMT
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[http://www.renhelp.net/index.php?mod=Content&action=view&id=Getting+Star ted](http://www.renhelp.net/index.php?mod=Content&action=view&id=Getting+Star+ted)

Start there

Subject: Re: what map modifying tools do i need
Posted by [Zion](#) on Thu, 03 May 2007 21:31:49 GMT
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Jerad Gray wrote on Thu, 03 May 2007 16:54MathK1LL wrote on Thu, 03 May 2007 08:30
If you mean making your own Co-Op maps, You'll need either 3DS Max (Latest is version 9) or
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Incorrect, max 8, 9 cannot export to W3D yet.

Wrong, there isn't an exporter for 9 yet but there is for 8. It's in renhelp.net's downloads section
under w3d exporter for max.

Subject: Re: what map modifying tools do i need
Posted by [Genesis2001](#) on Thu, 03 May 2007 21:41:33 GMT
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wooo! I WAS right Thanks Merovingian!

-MathK1LL

Subject: Re: what map modifying tools do i need
Posted by [jamiejrg](#) on Fri, 04 May 2007 00:19:16 GMT
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Merovingian wrote on Thu, 03 May 2007 16:31Jerad Gray wrote on Thu, 03 May 2007
16:54MathK1LL wrote on Thu, 03 May 2007 08:30
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Wrong, there isn't an exporter for 9 yet but there is for 8. It's in renhelp.net's downloads section

under w3d exporter for max.

True speak.

Jamie
