
Subject: renx question

Posted by [Anonymous](#) on Sun, 02 Feb 2003 18:14:00 GMT

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can i make a template for buildings flying easily because it didnt come with 1 just the buildings [February 02, 2003, 18:15: Message edited by: mike9292]

Subject: renx question

Posted by [Anonymous](#) on Sun, 02 Feb 2003 18:22:00 GMT

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ummm....lemme see if i get what you are saying.....you want to make an easier to use flying base buildings pack?Eric.

Subject: renx question

Posted by [Anonymous](#) on Sun, 02 Feb 2003 18:53:00 GMT

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i want to cut a hole in a plane for it buildings to fit on but i need to do it an easy way [February 02, 2003, 18:55: Message edited by: mike9292]

Subject: renx question

Posted by [Anonymous](#) on Sun, 02 Feb 2003 18:59:00 GMT

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a map of Afghanistan would be nice. Yes, i know there is a C&C_Afghanistan out there, but...its not that great. something with a vast underground tunnel network.

Subject: renx question

Posted by [Anonymous](#) on Sun, 02 Feb 2003 19:13:00 GMT

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quote:Originally posted by SGT.May:ummm....lemme see if i get what you are saying.....you want to make an easier to use flying base buildings pack?Eric.ya

Subject: renx question

Posted by [Anonymous](#) on Sun, 02 Feb 2003 20:49:00 GMT

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heh, actually...use the standard map template, merge the other in, you will have to do some

tweaking, and DONT import the base buildings again, just merge the vis data and the flying parts.

Subject: renx question

Posted by [Anonymous](#) on Sun, 02 Feb 2003 21:08:00 GMT

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thanks but im trying to get a template like equaliser has in his advanced renx mapping tut
<http://equaliser.com/renegade/agmx.asp>

Subject: renx question

Posted by [Anonymous](#) on Sun, 02 Feb 2003 21:44:00 GMT

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the building pack that westwood released already has pre made ground planes for the base buildings....just merge them into the scene and place them with each building they were made for.Eric.

Subject: renx question

Posted by [Anonymous](#) on Mon, 03 Feb 2003 09:54:00 GMT

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I am making a "Cannon Fodder" map, pretty much that idea, cept the base defences are only pillboxes.

Subject: renx question

Posted by [Anonymous](#) on Mon, 03 Feb 2003 11:01:00 GMT

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quote:Originally posted by flamin yawn:a map of Afghanistan would be nice. Yes, i know there is a C&C_Afghanistan out there, but...its not that great. something with a vast underground tunnel network.... it's not that great, but it's flippin huge, i hosted a 4 player sever on it for 1 hour and we only just found the bases after a long search.
