Subject: my first post...with a question
Posted by Anonymous on Mon, 10 Feb 2003 11:57:00 GMT
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Hello everyone!!ive got a small problem....when i use a 3d model in g-max and i export it to my level edit folder and add then make it appears but doesnt allow me to freely move it around to postion it just rightit's not locked its not selectable at all(i even tried the terrain selectable optionDo i have to save it with certain settings?

Subject: my first post...with a question
Posted by Anonymous on Mon, 10 Feb 2003 14:13:00 GMT
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Unless you exported it as terrain, the terrain will not be selectable.Also, you shouldn't need to move much stuff around in Commando as long as you have it right in RenX before exporting.

Subject: my first post...with a question
Posted by Anonymous on Mon, 10 Feb 2003 15:28:00 GMT
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You can't move anything in level edit. Gmax is just to make the model for the game. The level editor is what adds all the scripts that makes the game, the game.

Subject: my first post...with a question
Posted by Anonymous on Mon, 10 Feb 2003 17:13:00 GMT
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say i make a ladder and i make a statue what settings do i make for these so i can place them anywhere i'd like and not be able to run through them?

Subject: my first post...with a question
Posted by Anonymous on Mon, 10 Feb 2003 18:19:00 GMT
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use the Four way Gizmo to move your model to 0x,0y and 0z coordinates,make sure you use RenX W3d tools to set your collision mode of all meshes for Physical,Vehicle ect....(depending on meshes)thenWhen exporting from RenX,export your model as a Heriachy model, not animated. (the choice just above Heriachy animated model)now in leveledit, TEMP or ADD your model in the TILES section. now MAKE your model on the map, you should be able to click on it and rotate with the < > keys, and move it with the mouse or arrow keys, remember holding shift while using arrow keys allows you to go up and down.and oh yeah, KANE LIVES!

Subject: my first post...with a question
Posted by Anonymous on Mon, 10 Feb 2003 23:19:00 GMT
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Worked like a Charm!!Thanks alot garth!!

Subject: my first post...with a question
Posted by Anonymous on Tue, 11 Feb 2003 00:32:00 GMT
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Did you set the collision in Gmax? If you don't do that you can't select it in level edit.