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Subject: C&C\_Lost\_Base.mix

Posted by [Darknes2](#) on Sat, 11 Aug 2007 18:22:59 GMT

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im makin a map called C&C\_Lost\_Base . im using heightfeild to make the terrain ( i sux at gmax only animatior program im good at it \*Anim8or\*) so how do i make the buildings if im making map with heightfeild? i cant get on renhelp for some strange reason so dont link me ther instead of ACTUALLY using your head.how do i put buildings like barracks and warfactory airstrip stuff like that in it? help me please thank you

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Subject: Re: C&C\_Lost\_Base.mix

Posted by [Gen\\_Blacky](#) on Sat, 11 Aug 2007 20:33:33 GMT

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You have to use gmax/renx place the buildings how u want them and export as .w3d

In LE u make a new terrain and then load your w3d and press make.

gmax/renx and LE have different scalings so u will have to mess with the location of the buildings in gmax.

There is tut on renhelp i think

EDIT: Old Renhelp website <http://renhelp.laeubi-soft.de/>

Buildings for Heightfieldmap and Mapsetup <http://renhelp.laeubi-soft.de/index.php?tut=59>

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Subject: Re: C&C\_Lost\_Base.mix

Posted by [Veyrdite](#) on Sat, 11 Aug 2007 23:59:28 GMT

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export each building separately. Make them each in LE, then go to the Edit drop down menu, then click Terrain is Selectable. You then just have to drag it around.

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Subject: Re: C&C\_Lost\_Base.mix

Posted by [Gen\\_Blacky](#) on Sun, 12 Aug 2007 00:08:22 GMT

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Depends if the buildings are attached and if they have proxies

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Subject: Re: C&C\_Lost\_Base.mix

Posted by [SWNight](#) on Sun, 12 Aug 2007 10:39:19 GMT

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Or you could create the "fake" buildings make their name to hon/air/whatever and add a controller, add some scripts ect...

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**Subject: Re: C&C\_Lost\_Base.mix**

Posted by [Sn1per74\\*](#) on Sun, 12 Aug 2007 12:53:04 GMT

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SWNight wrote on Sun, 12 August 2007 05:39Or you could create the "fake" buildings make their name to hon/air/whatever and add a controller, add some scripts ect...

But then that would look bad. I wouldn't want to download a map with fake buildings.

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**Subject: Re: C&C\_Lost\_Base.mix**

Posted by [Gen\\_Blacky](#) on Mon, 13 Aug 2007 03:15:13 GMT

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Sn1per74\* wrote on Sun, 12 August 2007 07:53SWNight wrote on Sun, 12 August 2007 05:39Or you could create the "fake" buildings make their name to hon/air/whatever and add a controller, add some scripts ect...

But then that would look bad. I wouldn't want to download a map with fake buildings.

Me Either

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**Subject: Re: C&C\_Lost\_Base.mix**

Posted by [Darknes2](#) on Tue, 14 Aug 2007 22:36:09 GMT

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ok i got the buildings to work and so far the map is almost done and it kicks ass. i have to use a freinds internet atm because i lost mine bso i wont have an update for you for a while, but ill have internet again at the end of august. only problem with map is i cant export to mix anymore with my L.E. but on to my real question, can i use tiles in mix maps? like the oak\_ded tile and the wall tiles ect.ect???

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**Subject: Re: C&C\_Lost\_Base.mix**

Posted by [Gen\\_Blacky](#) on Tue, 14 Aug 2007 22:41:50 GMT

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some of them u can

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Subject: Re: C&C\_Lost\_Base.mix

Posted by [Darknes2](#) on Sun, 19 Aug 2007 18:20:21 GMT

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lost base has to many problems so im working on something ooler heres a s.s of what i have so far.

it will be named C&C\_Fortification.mix

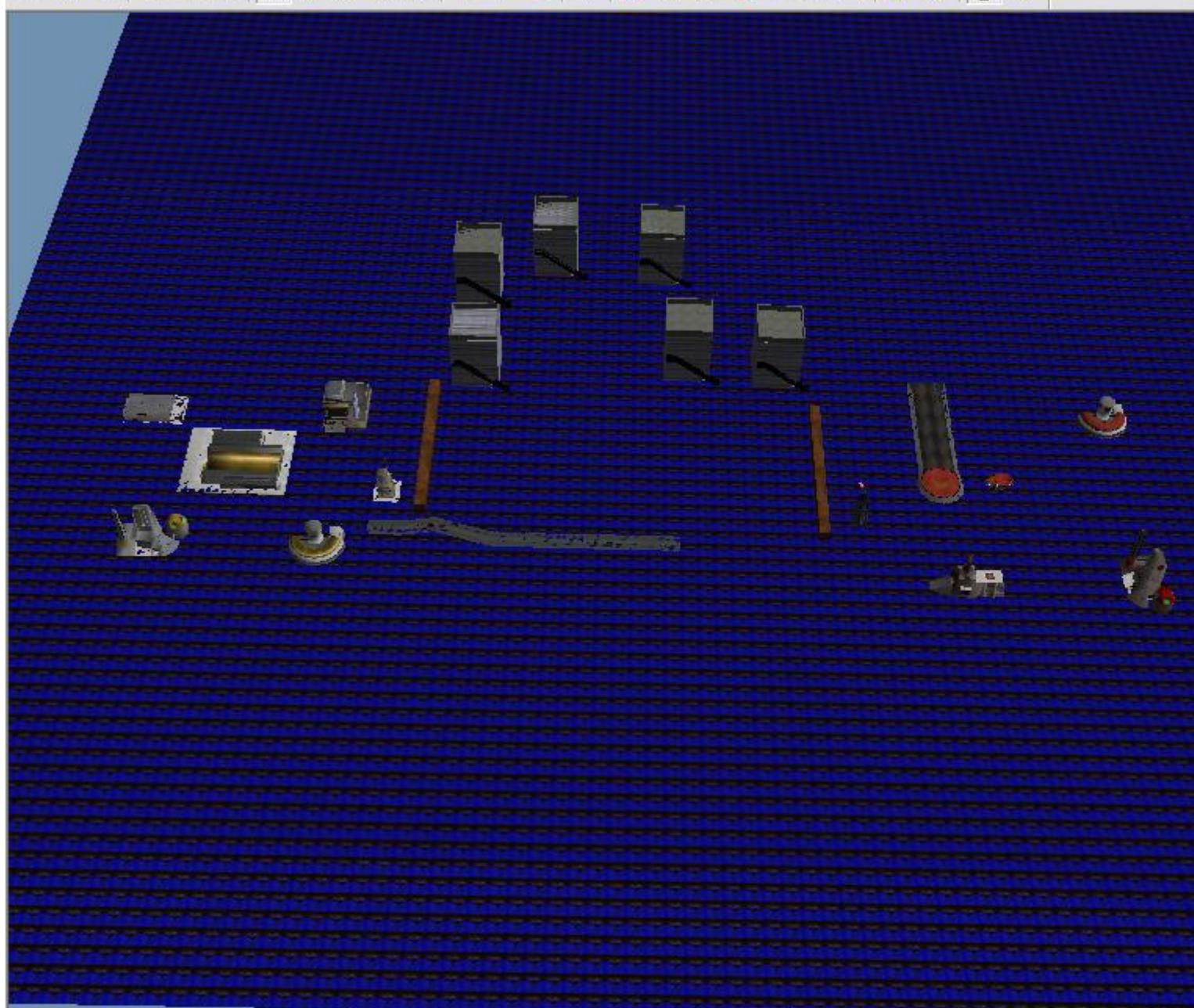
File Attachments

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- 1) [S.S of new map.JPG](#), downloaded 703 times

# Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Invalid TGA format used in C:\Westwood\RenegadePublicTools\LevelEdit\experiments\tiles\building aggregates - multiplay\mp - nod air tower\atr\_pct\_master.  
Invalid texture size, scaling required. Texture: C:\Westwood\RenegadePublicTools\LevelEdit\experiments\terrain\building interior tiles\_multiplay\mp - hand of ne  
Invalid TGA format used in C:\Westwood\RenegadePublicTools\LevelEdit\experiments\tiles\building aggregates - multiplay\mp - gdi barracks\bar\_pct\_master.

Ready

experiments

Camera (396.99)



LevelEdit

Untitled - Commando ...

Subject: Re: C&C\_Lost\_Base.mix

Posted by [Darknes2](#) on Sun, 19 Aug 2007 19:18:01 GMT

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also how can i put the construction yards for gdi and nod in the map like in C&C\_last\_stand. ?

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Subject: Re: C&C\_Lost\_Base.mix

Posted by [Sn1per74\\*](#) on Mon, 20 Aug 2007 04:23:04 GMT

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I don't mean to be mean, but the buildings in the middle look very repetitive. Maybe you can change the model?

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Subject: Re: C&C\_Lost\_Base.mix

Posted by [crazfulla](#) on Fri, 24 Aug 2007 13:44:37 GMT

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Also (dont mean to be mean) FORGET HEIGHTFIELD. There are 934570865894654796 things wrong with that I won't even get started. Just muck around in Gmax/RenX you don't have to be a pro.

Make a plane.

Right Click --> Editable Mesh

Drag some verticies around

Texture it

EXPORT!

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Subject: Re: C&C\_Lost\_Base.mix

Posted by [Darknes2](#) on Fri, 24 Aug 2007 21:39:40 GMT

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ok i am not going to use heightfeild for the map that ws just so the base buildings didnt show the lower levels and yes thats the same building over and over but ima get more. i dont have any s.s update right now. but its coming along i modeled the prism tower from ra2yr btw probly wont b in this map.now i just have to figure out how to make glass in gmax.

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Subject: Re: C&C\_Lost\_Base.mix

Posted by [Gen\\_Blacky](#) on Fri, 24 Aug 2007 22:19:22 GMT

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make up your mind lol

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Subject: Re: C&C\_Lost\_Base.mix

Posted by [Darknes2](#) on Fri, 24 Aug 2007 22:25:13 GMT

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well its hard this is the first map i ever made that i plan to release. i want it to b good i want ppl who get it to b like DAMMMMMMM he's good. not like..... wow ok this sux ima go delete it. u know?

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Subject: Re: C&C\_Lost\_Base.mix

Posted by [crazfulla](#) on Tue, 28 Aug 2007 07:38:47 GMT

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Your first map won't make people go "WOAH THATS AWESOME LETS PUT IT ON THE SERVER RIGHT AWAY" you will need practice to get upto that kind of standard. Just keep mucking around its the best way to learn

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Subject: Re: C&C\_Lost\_Base.mix

Posted by [Darknes2](#) on Tue, 28 Aug 2007 23:09:40 GMT

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well then i at least want people to say woa thats awesome... for a begginner.

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