Subject: Renegade Units Of Measurement Posted by Gen_Blacky on Wed, 10 Oct 2007 23:23:50 GMT View Forum Message <> Reply to Message Does any one know exactly what measurement Renegade uses? Subject: Re: Renegade Units Of Measurement Posted by Slave on Wed, 10 Oct 2007 23:29:40 GMT View Forum Message <> Reply to Message if youre talking about meters, those. Subject: Re: Renegade Units Of Measurement Posted by BlueThen on Wed, 10 Oct 2007 23:41:47 GMT View Forum Message <> Reply to Message Pixels. Subject: Re: Renegade Units Of Measurement Posted by Yrr on Thu, 11 Oct 2007 00:14:06 GMT View Forum Message <> Reply to Message afaik you can set the unit-to-meters value per-map in LevelEdit. Subject: Re: Renegade Units Of Measurement Posted by Gen_Blacky on Thu, 11 Oct 2007 07:01:26 GMT View Forum Message <> Reply to Message yea not useing level edit so meters is what ren uses? Subject: Re: Renegade Units Of Measurement Posted by Zion on Thu, 11 Oct 2007 07:43:47 GMT View Forum Message <> Reply to Message The Metric system, Centimeters, Meters, Kilometers, so-on and so-forth.

Subject: Re: Renegade Units Of Measurement Posted by Jerad2142 on Fri, 12 Oct 2007 01:58:40 GMT

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Actually it uses what are called Generic Units in Gmax:

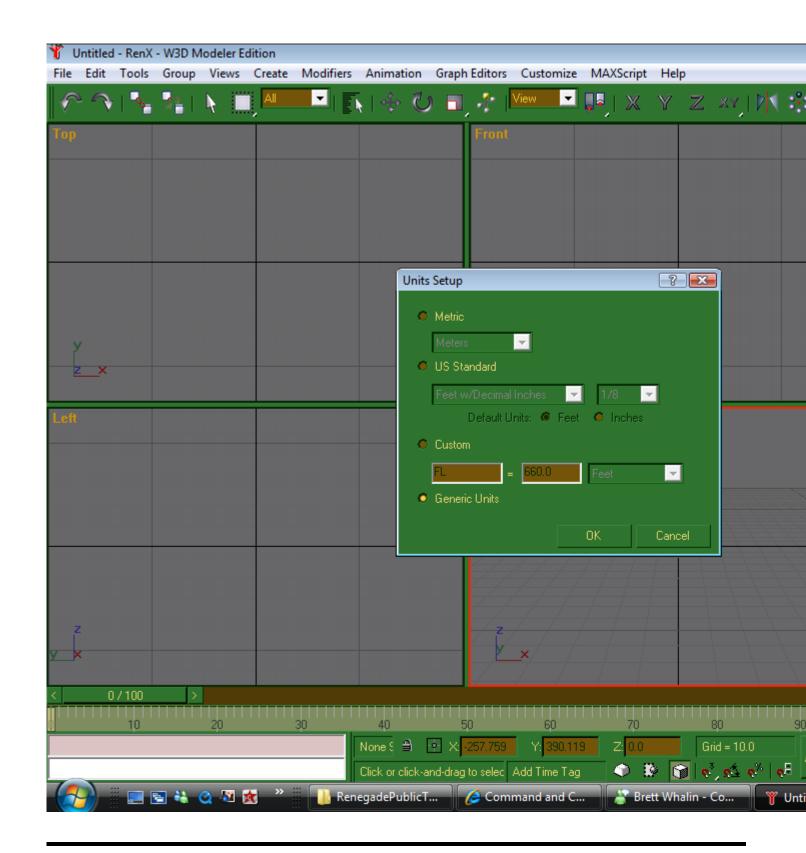
(any other measurement setting will not coordinate right with level editor's system.

File Attachments

1) Generic Units.png, downloaded 321 times

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Subject: Re: Renegade Units Of Measurement Posted by Titan1x77 on Fri, 12 Oct 2007 03:00:11 GMT

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If you open some of the .gmax files from westwood FTP, like the SP buildings, they are all metric.

You'll notice the m next to all of the measurement boxes.

Subject: Re: Renegade Units Of Measurement

Posted by Canadacdn on Fri, 12 Oct 2007 03:00:50 GMT

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It uses lag.

Subject: Re: Renegade Units Of Measurement

Posted by GEORGE ZIMMER on Fri, 12 Oct 2007 03:15:31 GMT

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Canadacdn wrote on Thu, 11 October 2007 22:00lt uses lag.

That's for gmax.

LE uses crashes for measurement units.

Subject: Re: Renegade Units Of Measurement

Posted by Jerad2142 on Sun, 14 Oct 2007 07:28:52 GMT

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Titan1x77 wrote on Thu, 11 October 2007 21:00lf you open some of the .gmax files from westwood FTP, like the SP buildings, they are all metric.

You'll notice the m next to all of the measurement boxes.

Level editor uses generic units, so for making cinematics, or positing stuff, generic units are a must.

Subject: Re: Renegade Units Of Measurement

Posted by Veyrdite on Sun, 14 Oct 2007 08:46:19 GMT

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Isn't metric converted to generic in the w3d?

Subject: Re: Renegade Units Of Measurement

Posted by Jerad2142 on Wed, 17 Oct 2007 00:44:45 GMT

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Dthdealer wrote on Sun, 14 October 2007 02:46lsn't metric converted to generic in the w3d? Can't be, otherwise my cinematics would never match up as I make them all in RenX.

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