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.

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 246 times

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Subject: Re: Renegade Units Of Measurement Posted by Titan1x77 on Fri, 12 Oct 2007 03:00:11 GMT View Forum Message <> Reply to Message

view i ordini message <> itepiy to message

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 View Forum Message <> Reply to Message

It uses lag.

Subject: Re: Renegade Units Of Measurement Posted by GEORGE ZIMMER on Fri, 12 Oct 2007 03:15:31 GMT View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message Dthdealer wrote on Sun, 14 October 2007 02:46Isn'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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