Subject: RenX/GMAX freedom
Posted by bat66wat6 on Tue, 13 Nov 2007 16:21:06 GMT
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I have always wanted to make a map of my own but i do not have the nack for RenX or GMAX

I am however a dab hand in LE...i love to make mods and add stuff to maps...i am currently learning Hightfield!
I'm catching on quick 2

But then it hits me...If you can Map a map e.g terrain hills etc why can't you make the whole map using only LE?
All you really need is to somehow add the Preset of the buildings, walls etc into a special place on the Preset menu->

Maybe i'm just looking for the easiest way out because whenever i load up RenX and try to do anything even when following a Tutorial i always nearly end up going "WTF!? How the hell did he do that!??"

I just think that RenX/GmaX is EVIL...
There should be a easier way to make a map really->

Subject: Re: RenX/GMAX freedom
Posted by crazfulla on Tue, 13 Nov 2007 17:39:24 GMT
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Yes it is possible to make a map entirely in LE however:

1. You can't drag verts around so your cliffs will look blocky.
2. You can't generate VIS data so your map will lag like a bitch.
3. You can't make tunnels of any description.
4. Your tib fields won't damage people.
5. You can't undo anything once you've made a change to the map.

and so forth...

Subject: Re: RenX/GMAX freedom
Posted by The Elite Officer on Fri, 16 Nov 2007 13:41:34 GMT
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Heightfield is still better in my mind , and who says a map needs tunnels....If you wanted that you could make a .w3d and place it on your map.

Subject: Re: RenX/GMAX freedom
Posted by Zion on Fri, 16 Nov 2007 15:24:07 GMT

He doesn't know how to use gmax though.

IMO, i'd learn gmax and make you map there. It's FAR better than trying in LE.

Subject: Re: RenX/GMAX freedom
Posted by DL60 on Fri, 16 Nov 2007 15:40:47 GMT

Quote:Heightfield is still better in my mind Big Ups , and who says a map needs tunnels....

A good renegade map needs tunnels.

Heightfield are sh**

Big maps are sh**

My first map was a LE created map and after that I decided to learn seriously Gmax/Max or stop it.

Big maps created by LE-Heighfield are the worst ones you can create for Renegade.

Okay the APB-Maps aren't created by LE-Heighfield but they are huge and simply sh**

Renegade ISN'T battlefield. Renegade needs small maps and is best played with max. 20 players. That is Renegade.

Btw thats why Marathon-Servers suck and they are only for noobs because you can play endless without losing or winning when 40-50 play on them - ideal for n00bs.

Ah that was relieving to have this said here.

Edit: B2T it is possible to create them without Gmax if you really want. Export all buildings in a seperate .w3d terrainfile and add them as preset. In LE you can make Terrain selectable and place all buildings where you want. BUT no double buildings are possible. You have to extract a slight modified version for a double building. read the tutroial for this at renhelp.

Subject: Re: RenX/GMAX freedom
Posted by DL60 on Fri, 16 Nov 2007 15:58:34 GMT

[quote title=DeathLink6.0 wrote on Fri, 16 November 2007 09:40]Quote:Heightfield is still better in my mind Big Ups , and who says a map needs tunnels....

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Edit: B2T it is possible to create them without Gmax if you really want. Export all buildings in a seperate .w3d terrainfile and add them as preset. In LE you can make Terrain selectable and place all buildings where you want. BUT no double buildings are possible. You have to extract a slight modified version for a double building. read the tutroial for this at renhelp. I think that should work but I never tried it and I never will.

Subject: Re: RenX/GMAX freedom
Posted by Herr Surth on Fri, 16 Nov 2007 16:29:10 GMT
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 a good map doesnt need tunnels, although they are a pretty good thing to have. but tell me, what use has the tunnel on complex? i think it would be played exactly the same way it is played with tunnels.

Subject: Re: RenX/GMAX freedom
Posted by DL60 on Fri, 16 Nov 2007 16:56:49 GMT
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@Surth: Ja und ich bin der Weihnachtsman. Mach erstmal n paar Maps dann reden wir weiter Surth -.- Wenn du Maps machst kapierst du erstmal woraufs drauf ankommt.

It would definitly play different when you think about a normal public game. Renegade needs "small" maps and on small maps you tunnels for the infantry. Else the vehicles would be too

strong.

Subject: Re: RenX/GMAX freedom
Posted by The Elite Officer on Fri, 16 Nov 2007 17:06:05 GMT
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How do the building in LE work. When I import the .w3d and then try to move the buildings, all of the meshs come apart and go all over the place.

Subject: Re: RenX/GMAX freedom
Posted by Herr Surth on Fri, 16 Nov 2007 17:14:29 GMT
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Quote:@Surth: Ja und ich bin der Weihnachtsman. Mach erstmal n paar Maps dann reden wir weiter Surth -.- Wenn du Maps machst kapierst du erstmal woraufs drauf ankommt. Du siehst das aus der perspektive eines Modders, ich aus der eines recht guten Spielers

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Subject: Re: RenX/GMAX freedom
Posted by DL60 on Fri, 16 Nov 2007 20:32:35 GMT
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@Surth:
Quote: Du siehst das aus der perspektive eines Modders, ich aus der eines recht guten Spielers

Nein ich sehs aus der Perspektive eines langjährigen Spielers und eines langjährigen Modders. Wenn du ne Runde Public spielst auf Canyon mit a paar mehr Spielern und z.B. fast gleich starke Teams hast machen solche Dinge einen Unterschied, weil du sie dann brauchst - es muss nicht alles in jeder Situation einen nutzen haben (auf 4on4 CWs brauchst die Tunnels z.B. fast garnicht weil hauptsächlich Vehikel den Ausschlag geben). Als Spieler sieht man nur das Optimum aber als Modder darfst du nicht nur das sehen, du musst auch mit dem maximalen Sche*** rechnen. Eine kleine Denksportaufgabe Surth: Nenn mir die größten Designfehler in meiner Map Creekdale und wie ich sie versucht hab zu beheben.

@Elite:
Quote:How do the building in LE work. When I import the .w3d and then try to move the buildings, all of the meshs come apart and go all over the place.

Oh sry forgot that. It was years ago I made that but i know what you mean. So you have to place the buildings in gmax and export them. There's no other way which I know. Believe me - as I started mapping I tried to solve that but without success.

Subject: Re: RenX/GMAX freedom

Posted by Herr Surth on Fri, 16 Nov 2007 20:46:53 GMT
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Quote:Nenn mir die größten Designfehler in meiner Map Creekdale und wie ich sie versucht
hab zu beheben. War zu sehr auf air fixiert, was immer schlimm ist, weil das unbalanced wird.
Was wiederum daran liegt, dass der Orca > Apache ist. Gefixed hast du es... mit einer non-air
version.

Subject: Re: RenX/GMAX freedom
Posted by Veyrdite on Fri, 16 Nov 2007 21:38:22 GMT
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You can have working tib fields! The no. 93948732 bug for height fields is that surfaces will
transform into the base texture's surface if they are painted 100% on top. Once you have done
your tib field change your brush to 0.2 (not size, the other thingy) and paint over it lightly with the
base texture.

Subject: Re: RenX/GMAX freedom
Posted by DL60 on Sat, 17 Nov 2007 09:14:42 GMT
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Quote:Oh sry forgot that. It was years ago I made that but i know what you mean. So you have to
place the buildings in gmax and export them. There's no other way which I know. Believe me - as I
started mapping I tried to solve that but without success.

No wait I'm not sure but I think I found a solution in past for that problem. Try to select all parts of
a building and group them into one group. After that export into .w3d and than you can move them
around without messing up the parts of it. But as I said I'm not sure if that works.

Quote: War zu sehr auf air fixiert, was immer schlimm ist, weil das unbalanced wird. Was
wiederum daran liegt, dass der Orca > Apache ist. Gefixed hast du es... mit einer non-air version.

Nein Surth, dass nicht nur ein Problem meiner Map, dass ist ein Problem aller Flying maps. Aber
dennoch gebe ich zu, dass das flying auf dieser map einen eigentlichen Designfehler verstärkt
hat: Die Defense-Gebäude zu nah an die Berge gesetzt und noch einen Tunnel nahe dran.
1000er Chars konnten ohne vom Obi beschossen zu werden in Obi gelangen und Orcas konnten
ihn sogar auch austricksen. Ersters habe ich durch Wälle zwischen Obi und Tunnel gelöst.
Zweiteres durch Flak-Stellungen abgeschwächt.

Subject: Re: RenX/GMAX freedom
Posted by Herr Surth on Sat, 17 Nov 2007 09:16:53 GMT
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Quote:

Nein Surth, dass nicht nur ein Problem meiner Map, dass ist ein Problem aller Flying maps. Ist aber extremer als zum beispiel auf City_F. Auf City_F kann ich auch gut mit Nod gewinnen.
Quote:Ersters habe ich durch Wälle zwischen Obi und Tunnel gelöst. Zweiteres durch Flak-Stellungen abgeschwächt.
Erstere waren auf der Map afaik schon immer? falls nicht, auf jeden fall schon in version 1.0
Flakstellungen andersherum hab ich auf keiner Version gesehen bis jetzt.

Subject: Re: RenX/GMAX freedom
Posted by DL60 on Sat, 17 Nov 2007 16:04:00 GMT
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Quote:Erstere waren auf der Map afaik schon immer? falls nicht, auf jeden fall schon in version 1.0
Flakstellungen andersherum hab ich auf keiner Version gesehen bis jetzt.

Das war alles schon in Version 1.0 von flying weil mir die Designfehler schon vor dem Release aufgefallen sind. Flaraks sind auch da - ich weiß ja nich wo du deine Augen hast. Pro Seite eine am PP.

Subject: Re: RenX/GMAX freedom
Posted by R315r4z0r on Sat, 17 Nov 2007 16:55:02 GMT
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DeathLink6.0 wrote on Fri, 16 November 2007 10:40Quote:Heightfield is still better in my mind Big Ups , and who says a map needs tunnels....Btw thats why Marathon-Servers suck and they are only for noobs because you can play endless without losing or winning when 40-50 play on them - ideal for n00bs.
What does the size of a map have to do with the time spent on a map?

I find it very satisfying when you play an 8hour plus game (this has happened to me once) and take home the victory.

Subject: Re: RenX/GMAX freedom
Posted by DL60 on Sun, 18 Nov 2007 15:10:07 GMT
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Quote:What does the size of a map have to do with the time spent on a map?

Simply nothing but that wasn't the point.

Quote:I find it very satisfying when you play an 8hour plus game (this has happened to me once) and take home the victory.

Is the same for me.

You didn't understand my positon.

I HATE marathon-servers BECAUSE there are often so many players on it that the C&C-Mode becomes a simple team-vs-team-mass-chaos-battle without any tactics (exept mass-rushing - oh I'm impressed -.-) and you can only just shoot in the enemy-mass. Renegade wasn't designed for that in my eyes. Okay maybe you need some bigger maps but on those you're nothing without a vehicle (esp. with vehiucle-limit). You have to walk "hours" to the enemy base. The big maps also have a boring gameplay and look boring because the rnegade-Engine can't handle so much details you need for such maps.

Marathon would be cool if you have a playerlimit of 20 or 24 players.

Subject: Re: RenX/GMAX freedom
Posted by GEORGE ZIMMER on Sun, 18 Nov 2007 20:24:46 GMT
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Hey, let's take the easy way out! It always works, just like everything else in life!