
Subject: can someone do a quick map-editing job for me?

Posted by [Spoony](#) on Sun, 13 Jan 2008 07:47:36 GMT

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I basically want to take Hourglass and put a wall at two specific locations, then save it as a new map.

doesn't have to look good at all, could just be a blank black wall for all I care, as long as you can't see through it and it blocks gunfire

Subject: Re: can someone do a quick map-editing job for me?

Posted by [reborn](#) on Mon, 14 Jan 2008 00:42:06 GMT

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Did anyone actually get back to you on this?

Subject: Re: can someone do a quick map-editing job for me?

Posted by [Zion](#) on Mon, 14 Jan 2008 10:48:20 GMT

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I can do stuff like that easily, however not if it's .gmax.

If it's .max, contact me and i'll sort you out.

Else, you could wait until i get my main machine setup which will have renx installed or wait for another to volunteer their knowledge.

Subject: Re: can someone do a quick map-editing job for me?

Posted by [renalpha](#) on Mon, 14 Jan 2008 11:53:44 GMT

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i can do gmax renx

however i dont really know what you mean :S

Subject: Re: can someone do a quick map-editing job for me?

Posted by [Zion](#) on Mon, 14 Jan 2008 14:31:29 GMT

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He wants walls, how simple can it get?!

According to his post too, they are to be textured, and have collisions, then exported with the map

into a new w3d file.

Locations of these walls have not been disgressed as of yet, maybe because he was waiting for a reply before discussing that with said volunteer.

Subject: Re: can someone do a quick map-editing job for me?

Posted by [Dealman](#) on Mon, 14 Jan 2008 14:42:23 GMT

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Zion Fox wrote on Mon, 14 January 2008 15:31He wants walls, how simple can it get?!

According to his post too, they are to be textured, and have collisions, then exported with the map into a new w3d file.

Locations of these walls have not been disgressed as of yet, maybe because he was waiting for a reply before discussing that with said volunteer.

He never really said he wanted it textured did he? Anyway I could help if you want and I could texture it if you'd like. Notify me if you want some help.

Subject: Re: can someone do a quick map-editing job for me?

Posted by [renalpha](#) on Mon, 14 Jan 2008 15:02:41 GMT

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I WILL DO IT FOR HIM

as long as i have a bit more information.

Subject: Re: can someone do a quick map-editing job for me?

Posted by [Dealman](#) on Tue, 15 Jan 2008 16:25:21 GMT

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renalpha wrote on Mon, 14 January 2008 16:02I WILL DO IT FOR HIM
as long as i have a bit more information.

Oh yeah?! Wanna fight about it? Do you do you?

look a cookie *runs to cookie*, give me a moment here please. I'm gathering my super strenghts!

Subject: Re: can someone do a quick map-editing job for me?

Posted by [Genesis2001](#) on Tue, 15 Jan 2008 17:33:21 GMT

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Dealman wrote on Tue, 15 January 2008 09:25 look a cookie *runs to cookie*, give me a moment here please. I'm gathering my super strenghts!

Imao!

~MathK1LL

Subject: Re: can someone do a quick map-editing job for me?

Posted by [Gen_Blacky](#) on Wed, 16 Jan 2008 03:00:14 GMT

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i think he want it server side but he said save a new map

hourglass.gmax comes with rentools

Subject: Re: can someone do a quick map-editing job for me?

Posted by [cpjok](#) on Wed, 16 Jan 2008 20:43:44 GMT

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lol i can do renX and LE if i got every texture for buildings and the ground like that should be easy and i can evan add stuff in LE if he wanted extra units

but anyway im hardly on to do this so IDK

i will go look for other textures now
