
Subject: Sciencepark Gmax, multiple buildings
Posted by [RedOne](#) on Sat, 08 Nov 2008 14:39:25 GMT
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Hello all.

I am busy on a map and working with Gmax for it. I searched for this problem on the forum but cant find the right answer.

Also I use www.renhelp.net (thx to the writers for the tuts) but can not find my answer there to.

Whats on my mind:

In The netherlands in Amsterdam there is a buidling where I worked. I have the technical drawings of it so i had the plan to make a map out of it for (first) renegade.

The problem:

A lot of segments of this building I can use more then once. On <http://www.renhelp.net> I read that when I want to use copies of the segments I have to rename the meshes to a unique name. But for a building with 721 Appartments its a bit of work to do it.

My idea:

I have a gmax file with the exterior with al the walls textured(thx to renhelp), working glass (also thx to renhelp). This file I want to load in another file with xref. There I make the interiors (rooms, bathroom kitchen etc etc). This file I put in a final file with te big building also with xref. This final file I export to w3d for Renegadetools.

Why:

If I want to change something to the exterior I only have to change one file instead of a lot of segments I work with autocad for my work and there i learned the good thing of xrefs. And I have to make one file to multiply.

Question:

Is there a way to make it work like I want ?
Do I have to use Xref objects or Xref Scene ?

PS I am Dutch. If there is somebody who knows howto he/she doesnt have to translate to english for me.

I hope somebody can help me with this.

Greetings

Rene

Subject: Re: Sciencepark Gmax, multiple buildings
Posted by [samous](#) on Sat, 08 Nov 2008 17:50:35 GMT
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whats Xref or whatever?

PS:sounds like a good map, i would like to see it if it ever finishes.

=samous

Subject: Re: Sciencepark Gmax, multiple buildings
Posted by [RedOne](#) on Sat, 08 Nov 2008 18:10:20 GMT
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samous wrote on Sat, 08 November 2008 11:50whats Xref or whatever?

With Xref U can include a other drawing into your drawing.

Quote:PS:sounds like a good map, i would like to see it if it ever finishes.

=samous

I let you know when I am ready. It wil going to run on our server when ready.

GrTz Rene

Subject: Re: Sciencepark Gmax, multiple buildings
Posted by [ErroR](#) on Sun, 09 Nov 2008 16:28:36 GMT
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It seems it will have TONS of pollyes so it may damn lag ur pc

Subject: Re: Sciencepark Gmax, multiple buildings
Posted by [RedOne](#) on Sun, 09 Nov 2008 16:52:10 GMT
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ErroR wrote on Sun, 09 November 2008 10:28It seems it will have TONS of pollyes so it may damn lag ur pc

It might. Bur thats a problem for later Thx for the warning. But one problem at a time.

Subject: Re: Sciencepark Gmax, multiple buildings
Posted by [MGamer](#) on Sun, 09 Nov 2008 17:36:14 GMT
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can you post some screenshots ?

Subject: Re: Sciencepark Gmax, multiple buildings
Posted by [RedOne](#) on Sun, 09 Nov 2008 19:57:03 GMT
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MGamer wrote on Sun, 09 November 2008 11:36can you post some screenshots ?

I will. When I placed some things I want. It s like a empty thing now

Subject: Re: Sciencepark Gmax, multiple buildings
Posted by [samous](#) on Mon, 10 Nov 2008 00:28:49 GMT
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what is the building? EX:mass production facility

Subject: Re: Sciencepark Gmax, multiple buildings
Posted by [LR01](#) on Mon, 10 Nov 2008 17:17:15 GMT
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only difference between xref objects and xref scene is, that when you chose xref objects, you can chose certain meshes rather then everything in your scene
