

---

Subject: New Tutorial!  
Posted by [Di3HardNL](#) on Thu, 11 Dec 2008 19:22:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I made a tutorial for all the people that want to modify exteriors from buildings for renegade and want to use it online

check it out and good luck. Pm me if you can't figure something out! ->

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=145>

---

---

Subject: Re: New Tutorial!  
Posted by [YazooGang](#) on Thu, 11 Dec 2008 19:56:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

so finally, i save the map as C&C\_Complex.mix and can use it online?  
and so if i add stuff there, like a box, then make it so i cant get thought it, and ingame in multiplayer, people would get thourgh it but not me right?  
awesome tutorial.

---

---

Subject: Re: New Tutorial!  
Posted by [Di3HardNL](#) on Thu, 11 Dec 2008 20:35:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well at first it looks like your blocked, but because you don't host the server you will get through. It will look like you are lagging through it.

So i should prevent that stuff, can be annoying I would only add stuff which you can't drive against or walk against.

I hope you can du some usefull with the tutorial

---

---

Subject: Re: New Tutorial!  
Posted by [ErroR](#) on Thu, 11 Dec 2008 20:37:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

funny, just 20 minutes before ur post i opened complex in gmax for some reason

---

---

Subject: Re: New Tutorial!  
Posted by [YazooGang](#) on Thu, 11 Dec 2008 20:37:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ideas are the problem. lol  
cant think of anything, and plus, how would i add textures? retexture them? if yes then how i find out that textures they use...

---

---

Subject: Re: New Tutorial!  
Posted by [ErroR](#) on Thu, 11 Dec 2008 20:42:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

open the map in w3d viewer (c&c\_Complex.w3d & c&c\_Complex\_emis.w3d (for tib crystals and some stuff))

---

---

Subject: Re: New Tutorial!  
Posted by [Di3HardNL](#) on Thu, 11 Dec 2008 20:46:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If you want to see what textures a specific building uses. Extract all enc\_....w3d files

That are all the buildings seperated. Just open one of those and you can see which textures they use.

You have to re-apply the textures in RenX indeed.

I know this is very time consuming, but i found a new way where you can make it faster When all renhelp tutorials are transfered i make a new one with the faster method.

---

---

Subject: Re: New Tutorial!  
Posted by [YazooGang](#) on Thu, 11 Dec 2008 20:48:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nice, and will animations work?

---

---

Subject: Re: New Tutorial!  
Posted by [ErroR](#) on Thu, 11 Dec 2008 20:50:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i don't think so

---

---

Subject: Re: New Tutorial!  
Posted by [Di3HardNL](#) on Thu, 11 Dec 2008 20:55:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Animations should work yes.

But do you mean animations within the new building you made, or do you want to add objects to the map?

because if you make 'temp' tiles then they will work online.

---

---

Subject: Re: New Tutorial!

Posted by [YazooGang](#) on Thu, 11 Dec 2008 21:03:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

nvm about the anim, and plus, i get the interior models from always dat and then mod them and put them in my data folder right?

---

---

Subject: Re: New Tutorial!

Posted by [Gen\\_Blacky](#) on Thu, 11 Dec 2008 21:04:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Good job with the tut Di3HardNL im to lazy to post tuts i should start making some.

---

---

Subject: Re: New Tutorial!

Posted by [LR01](#) on Fri, 12 Dec 2008 14:09:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

yea, tut is nice but lol, at one screen, what kind of files do you look at ^^?

---

---

Subject: Re: New Tutorial!

Posted by [Di3HardNL](#) on Fri, 12 Dec 2008 15:38:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

lol i notice now to Hoer - Notepad

I'll be honest now, i copied my tutorial what i wrote into that notepad, and that word was the first that came up when i wanted to save it

---

---

Subject: Re: New Tutorial!

Posted by [YazooGang](#) on Fri, 12 Dec 2008 20:33:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i found a way to make them already materialized when u want to edit them.

---

so basicly, u import the map and u only leave the building u want to edit, dont move it tho.

now, open up another renx or 3ds max and open the file that contains the buildings for mapping already, and only leave the building u chose.

now, move the pivot of those both models at the same place(both should be grouped to their pieces) and then put the model from 3ds max(2) to the place where it is in 3ds max(1) using xyz and stuff and same to the rotation. then edit the model from 3ds max(2)(ungroup them first) and then export and use the stuff that diehardnl put at the tutorial on LE section, hope this helps!

---

---

Subject: Re: New Tutorial!

Posted by [Altzan](#) on Fri, 12 Dec 2008 21:47:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I just now noticed that bottle C4 in your screenshot in the tutorial.

Very nicely written, maybe someone can make some cool edits with this.

---