Subject: Adding Default Buildings in Gmax
Posted by Altzan on Tue, 13 Jan 2009 00:54:55 GMT
View Forum Message <> Reply to Message

This is my big problem, and I couldn't find any good solutions for it, perhaps some of you might
have a good method.
I want to easily integrate the buildings into a level in Gmax. But the only way I know of to do that is
to delete parts of the ground and line the hole up around the building (for ones like Power Plant,
which has many vertices at the base, can be time-consuming).

This, as far as I know, may be the only method. But does anyone know how to place the buildings
onto the ground in Gmax with a more efficient process?

Subject: Re: Adding Default Buildings in Gmax
Posted by _SSnipe_ on Tue, 13 Jan 2009 01:28:35 GMT
View Forum Message <> Reply to Message

I think buildings.zip in here are they not sure tho
http://ftp.games.skynet.be/pub/ftp.westwood.com/renegade/tools/

Subject: Re: Adding Default Buildings in Gmax
Posted by Altzan on Tue, 13 Jan 2009 02:03:03 GMT
View Forum Message <> Reply to Message

I already have the buildings   It's just that, if you plop them onto your ground in Gmax, it looks
extremely ugly ingame. You have to make a hole in the ground for each building and morph the
hole to fit the building.

Really Dumb Example (Will Lower IQ)

Like this, see, each block has a corresponding hole to put it in. You have to do this in RenX too,
make holes in the ground and place the buildings in them.

Subject: Re: Adding Default Buildings in Gmax
Posted by Gen_Blacky on Tue, 13 Jan 2009 02:18:22 GMT
View Forum Message <> Reply to Message

use the Boolean tool there is a tut on renhelp.

Subject: Re: Adding Default Buildings in Gmax
Posted by Mauler on Tue, 13 Jan 2009 02:38:50 GMT
View Forum Message <> Reply to Message

You may need to know your way around Max or Gmax to understand this, hopefully you do.

Best way i find to do this is to simply extrude all of the buildings edges and extrude them outward. Detach the newly extruded mesh surrounding the building, you may have to align/weld vertices to make a uniform mesh around it. Also remove any uv's and textures from the surrounding mesh and your left with nice "tmp" ground surrounding your building that can be welded to terrain mesh.

Subject: Re: Adding Default Buildings in Gmax
Posted by Altzan on Tue, 13 Jan 2009 03:14:32 GMT
View Forum Message <> Reply to Message

Thanks for the replies, I'll give it a shot

Subject: Re: Adding Default Buildings in Gmax
Posted by LR01 on Wed, 14 Jan 2009 16:59:15 GMT
View Forum Message <> Reply to Message

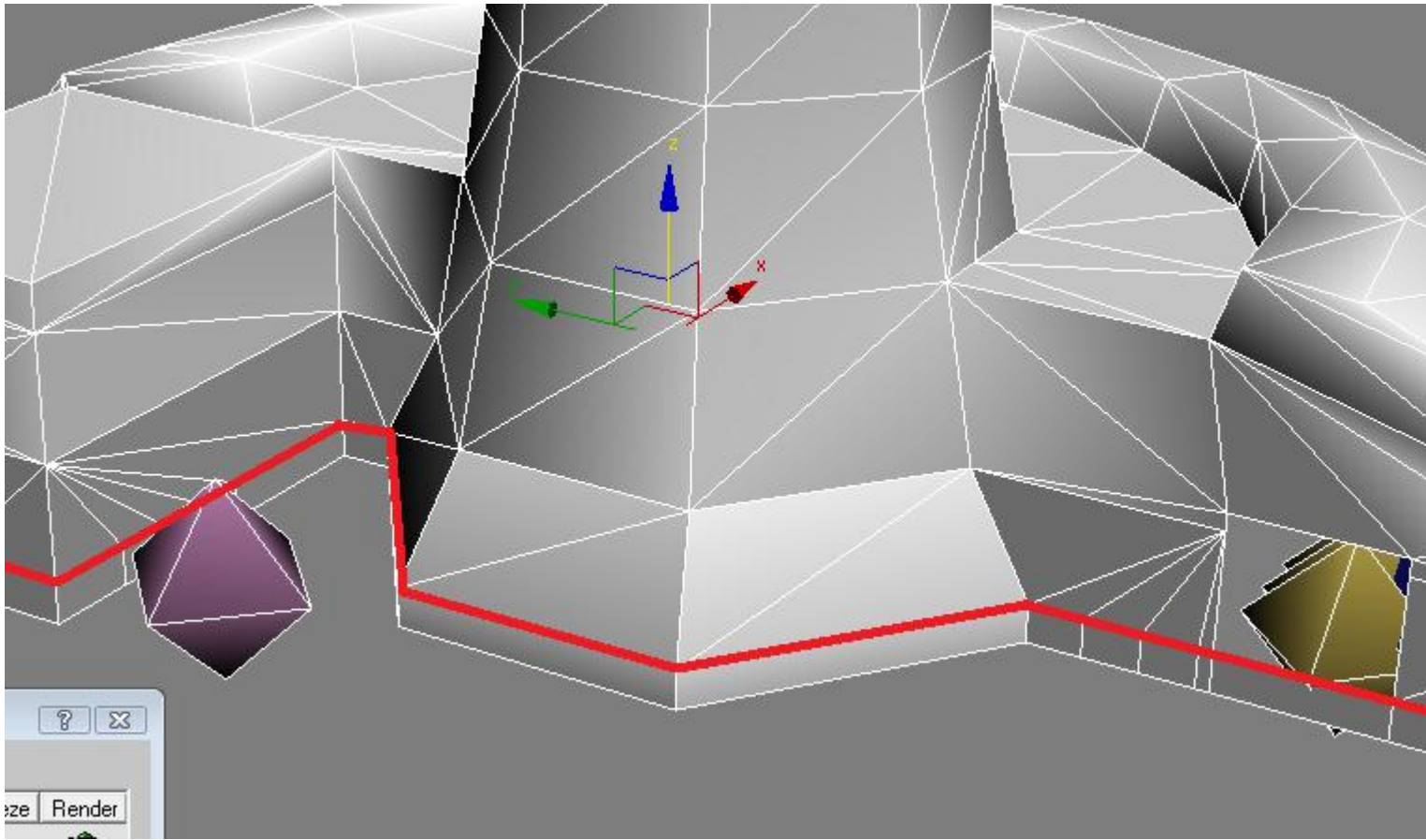don't the buildings come with a ground mesh with the holes in it?

Subject: Re: Adding Default Buildings in Gmax
Posted by Fabian on Wed, 14 Jan 2009 18:51:37 GMT
View Forum Message <> Reply to Message

You can extend the bottom of the building walls so that buildings can be placed on slanted ground. The red line is the original bottom of the power plant.

File Attachments
1) extended_buildings.jpg, downloaded 417 times

Subject: Re: Adding Default Buildings in Gmax
Posted by Altzan on Wed, 14 Jan 2009 21:17:51 GMT

View Forum Message <> Reply to Message

LR01 wrote on Wed, 14 January 2009 10:59don't the buildings come with a ground mesh with the holes in it?

Yeah, but they're not flat, I likem to start out flat and then mess around with height later.