Subject: Hon Entrance Sides?
Posted by slosha on Fri, 24 Apr 2009 03:30:35 GMT
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What is the name of the sides of the entrance to the HON. I've searched and searched!

```
File Attachments
```
1) ss.PNG, downloaded 664 times

Subject: Re: Hon Entrance Sides?
Posted by Scrin on Fri, 24 Apr 2009 04:11:36 GMT
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gd_metl.dds

Subject: Re: Hon Entrance Sides?
Posted by JsxKeule on Fri, 24 Apr 2009 04:50:11 GMT
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but thtas for the
wf top
hon hand
and th wf part where vehicle appears too

Subject: Re: Hon Entrance Sides?
Posted by Scrin on Fri, 24 Apr 2009 05:05:56 GMT

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JsxKeule wrote on Thu, 23 April 2009 23:50but thtas for the
wf top
hon hand
and th wf part where vehicle appears too
dont ask me about that, ask westwood

Subject: Re: Hon Entrance Sides?
Posted by JsxKeule on Fri, 24 Apr 2009 11:44:15 GMT

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Niko "The Lay" wrote on Fri, 24 April 2009 07:05JsxKeule wrote on Thu, 23 April 2009 23:50but
thtas for the
wf top
hon hand
and th wf part where vehicle appears too
dont ask me about that, ask westwood

i havent asked you
i just said that gd_metl.dds is for the other things too

Subject: Re: Hon Entrance Sides?
Posted by ArtyWh0re on Fri, 24 Apr 2009 20:31:34 GMT

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As far as I know this file is used for the following...
- HON sides
- WF floor near hanger
- A wall behind WF
- Airstrip floor
- AGT floor.
- HON hand (just found out by JsxKeule)

Subject: Re: Hon Entrance Sides?
Posted by slosha on Fri, 24 Apr 2009 20:36:04 GMT

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aw gay.. the texture i was gunna use would look terrible in those other places.. meh, n00b
developers!!!!!!!!!!!!!!!!!!!!

Subject: Re: Hon Entrance Sides?
Posted by ArtyWh0re on Fri, 24 Apr 2009 20:42:54 GMT
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2GLOCK9S wrote on Fri, 24 April 2009 21:36aw gay.. the texture i was gunna use would look terrible in those other places.. meh, n00b developers!!!!!!!!!!!!!!!!!!!!!
Yeah, I would have changed the floor for WF Hanger but what looks good on that looks ungly on the other things.

Subject: Re: Hon Entrance Sides?
Posted by mrÃ£Ã§Ä·z on Fri, 24 Apr 2009 20:43:05 GMT
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They saved much MB´s on that way...

You can reskin the whole Building like i did with my WF

Subject: Re: Hon Entrance Sides?
Posted by ErroR on Sat, 25 Apr 2009 08:45:09 GMT
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madrackz wrote on Fri, 24 April 2009 23:43They saved much MB´s on that way...

You can reskin the whole Building like i did with my WF
yes but i think it would require importing it in gmax.. right?

Subject: Re: Hon Entrance Sides?
Posted by mrÃ£Ã§Ä·z on Sat, 25 Apr 2009 08:47:39 GMT
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You load the whole Building Model example WF:

"ENC_GWEP" then after loading, you remove the doors of the Model.
Then Scale the whole Model + 0.2. After that you can Reskin it and
whatevery, without getting any Textures bug.

Subject: Re: Hon Entrance Sides?
Posted by ErroR on Sat, 25 Apr 2009 08:49:28 GMT
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cool. The good thing is you can reskin polygons of a part of a model separately

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Subject: Re: Hon Entrance Sides?
Posted by mrÃ£Ã§Ä·z on Sat, 25 Apr 2009 08:51:09 GMT
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Yep,

Every Building Model starts with "ENC_BUILDING.W3D"

Subject: Re: Hon Entrance Sides?
Posted by Scrin on Sat, 25 Apr 2009 09:03:50 GMT
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madrackz wrote on Sat, 25 April 2009 03:51Yep,

Every Building Model starts with "ENC_BUILDING.W3D"
you are right m8

Subject: Re: Hon Entrance Sides?
Posted by JsxKeule on Sat, 25 Apr 2009 09:37:33 GMT
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madrackz wrote on Sat, 25 April 2009 10:51Yep,

Every Building Model starts with "ENC_BUILDING.W3D"

 i have a question
when i change the ENC_.... file for the air strip
can i use Di3´s air strip modle too

Subject: Re: Hon Entrance Sides?
Posted by mrÃ£Ã§Ä·z on Sat, 25 Apr 2009 10:39:10 GMT
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You want edit his Airstrip? then you need to load his W3D´s and after youre done with editing it,
export it without changing the name

Subject: Re: Hon Entrance Sides?
Posted by JsxKeule on Sat, 25 Apr 2009 11:41:22 GMT
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no
when i edit the air strip like your wf

i have his lights and the interior still on the air strip house
or replace the texture i make the lights and interior