
Subject: Hon Entrance Sides?

Posted by [sloscha](#) on Fri, 24 Apr 2009 03:30:35 GMT

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

What is the name of the sides of the entrance to the HON. I've searched and searched!

File Attachments

1) [ss.PNG](#), downloaded 305 times



Subject: Re: Hon Entrance Sides?

Posted by [Scrin](#) on Fri, 24 Apr 2009 04:11:36 GMT

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

gd_metl.dds

Subject: Re: Hon Entrance Sides?

Posted by [JsxKeule](#) on Fri, 24 Apr 2009 04:50:11 GMT

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

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

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

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

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 [slosa](#) on Fri, 24 Apr 2009 20:36:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

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

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 ugly on the other things.

Subject: Re: Hon Entrance Sides?

Posted by [mrÃ£Ã§Ã·z](#) on Fri, 24 Apr 2009 20:43:05 GMT

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

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

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

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§Ã·z](#) on Sat, 25 Apr 2009 08:47:39 GMT

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

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

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

cool. The good thing is you can reskin polygons of a part of a model separately

Subject: Re: Hon Entrance Sides?

Posted by [mrÅ£Ä\\$Ä-z](#) on Sat, 25 Apr 2009 08:51:09 GMT

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

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

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

madrackz wrote on Sat, 25 April 2009 03:51 Yep,

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

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

madrackz wrote on Sat, 25 April 2009 10:51 Yep,

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 [mrÅ£Ä\\$Ä-z](#) on Sat, 25 Apr 2009 10:39:10 GMT

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

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

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

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
