
Subject: Getting started

Posted by [KobraOps](#) on Sat, 04 Jul 2009 17:15:54 GMT

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Basically i want to try making a map, so im following the "Getting Started" instructions off of RenHelp.net (to make sure i have everything i need)

I downloaded the RenegadeTextures.zip but i dont know where to extract them?

Subject: Re: Getting started

Posted by [ErroR](#) on Sat, 04 Jul 2009 17:31:57 GMT

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Extract them where ever you want. Because you will only aply them to your terrain, since the textures are taken from always.dat you won't need them after that. confusing

Subject: Re: Getting started

Posted by [KobraOps](#) on Sat, 04 Jul 2009 17:46:40 GMT

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Ok thx, i jsut put them in a folder on my desktop just in case.

Im trying to install JonWil's LevelEdit and it says it cannot find mss32.dll. I have scripts 3.4.4 so not sure what the issue is.

Subject: Re: Getting started

Posted by [Gen_Blacky](#) on Sat, 04 Jul 2009 17:52:47 GMT

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after installing gmax and installing renegade public tools put the textures in C:\Gmax\gamepacks\Westwood\RenX\textures.

Subject: Re: Getting started

Posted by [KobraOps](#) on Sat, 04 Jul 2009 18:01:48 GMT

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Mr.NiceGuy wrote on Sat, 04 July 2009 12:52after installing gmax and installing renegade public tools put the textures in C:\Gmax\gamepacks\Westwood\RenX\textures.

Thx, anyone know what to do about the mss32.dll error?

Subject: Re: Getting started

Posted by [ErroR](#) on Sat, 04 Jul 2009 18:12:25 GMT

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Mr.NiceGuy wrote on Sat, 04 July 2009 20:52after installing gmax and installing renegade public tools put the textures in C:\Gmax\gamepacks\Westwood\RenX\textures.

oh, yeah, and you could also add more paths for gmax to search.

corect me if i'm wrong but is that mss32.dll miles audio thing? i got this error at all standalone valve games. All you have to do is copy Mss32.dll from C:\WINDOWS\system32 to the root folder of gmax

Subject: Re: Getting started

Posted by [LeeumDee](#) on Sat, 04 Jul 2009 21:25:39 GMT

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The problem is you are trying to run jonwills version of leveledit as an installer right?

Just copy and paste the exe over the original one in renegade public tools folder.

Subject: Re: Getting started

Posted by [ErroR](#) on Sat, 04 Jul 2009 21:45:58 GMT

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oh, i didn't notice you were talking about jonwills level edit

Subject: Re: Getting started

Posted by [KobraOps](#) on Sun, 05 Jul 2009 00:25:36 GMT

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I think just copying the .exe over the original leveledit worked.

I couldnt find this on renhelp, so can someone explain to me how to edit a map (Ex: C&C_Islands, C&C_Walls, etc..)
