Subject: Building Interrior glass bottom?
Posted by crysis992 on Sun, 28 Feb 2010 16:31:15 GMT
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Can someone explain me how to make a glass bottom?
Like in Di3Hards first Tiberium Ref?

If i make now a glass bottom and add under that a box with some things in, i cant see it. I just see
the normal bottom mixed with the glass bottom :/

http://www.youtube.com/watch?v=ZHcGpuu3eEI

i hope you know what i mean :/

,
crysis992

Subject: Re: Building Interrior glass bottom?
Posted by Good-One-Driver on Mon, 01 Mar 2010 05:01:26 GMT
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I Wish I knew
sorry crysis

Subject: Re: Building Interrior glass bottom?
Posted by Zion on Mon, 01 Mar 2010 09:27:14 GMT
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If memory serves me correctly, under RenX in the w3d rollout, you can choose the
transparent/glass option for meshes, then add a glass texture with an alpha channel for effect,
although my memory is not that great.

Subject: Re: Building Interrior glass bottom?
Posted by Reaver11 on Mon, 01 Mar 2010 10:47:37 GMT
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Source -> http://renhelp.laeubi-soft.de/index.php?faq=37#37

(so this text isnt mine, yet it does work

First, add your UV mapping and what nots to a box/plane.

Second, select the thing to be your glass and hit 'M.' the properties tab doesn't matter much but

change the settings if you desire.

On the Pass 1 tab, hit 'Vertex Material'.

Under the 'Stage 0 Mapping' box change the Type from 'UV' to 'Environment'.

Next, on the 'Shader' Tab change the blend mode to 'Add'.

Then on the 'Textures' tab, change the texture to 'ref_reflect2.tga'. Apply the texture and close the Material editor.

Now, right click your window and hit 'Properties.' Under the 'User Defined' tab, add "LVSMaterial1 = glass" without the quotes. Hit Ok.

Finally, keep your window selected and to go 'W3D Tools'. Under 'Geometry Options', select 'Shatter', and under 'Collision Options' select 'Physical', 'Projectile', and 'Camera.'

Voila, you're done.

If you don't want the window to shatter, just don't select "Shatter" under Geometry Options and do not apply "LVSMaterial1 = Windows1" to the User Defined properties, although you would want to make sure the surface type is Glass. The other steps should make it transparent.

Note, if you are using a plane make sure to select "2Side" under Geometry Options as well, although a very thin box might work better.

Subject: Re: Building Interrior glass bottom?
Posted by crysis992 on Mon, 01 Mar 2010 12:43:01 GMT
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nah i know how to make glass.. maybe i explained my problem wrong.

For example the bar, if i make now a glass bottom, i still see the normal bar bottom under it.
But i want to have room under the bar. But i cant see the room, because under the glass bottom is my normal bar. :/
better now?

,
crysis992

Subject: Re: Building Interrior glass bottom?
Posted by Tunaman on Mon, 01 Mar 2010 12:50:10 GMT
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Remove the normal bottom of the bar..?

Subject: Re: Building Interrior glass bottom?
Posted by crysis992 on Mon, 01 Mar 2010 13:46:43 GMT
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Tunaman wrote on Mon, 01 March 2010 06:50Remove the normal bottom of the bar..?

doesnt work, because if i make a interrior or exterior and save it, then the model is just a overlay over the standard model.

Subject: Re: Building Interrior glass bottom?
Posted by Di3HardNL on Mon, 01 Mar 2010 15:39:09 GMT
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Every building interior has a model that ends with the name _int_n.

For example if you want to edit the airstrips interior you open mnatr_int_n.w3d. This is the original interior. You edit this the way you want and save it as mnatr_ag_2.w3d.

Now you still have the original interior and your own. You can delete the original by having an empty scene in Renx/3dsmax.
With no meshes in it at all it is. Save the empty scene as the original interior file. In this case mnatr_int_n.w3d.

The reason why you don't save your version as mnatr_int_n.w3d is because new meshes won't show up because this is arranged in LevelEdit.

Hope this solves

Subject: Re: Building Interrior glass bottom?
Posted by crysis992 on Mon, 01 Mar 2010 18:44:58 GMT
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thank you, i have now the room under the bottom. But the rest is gone now :/
mrackz said, that i have to delete only the bottom file in the int_n.w3d
But there is no bottom file :/
Both screenshots are in the spoiler

Toggle Spoiler

Also the int_n.w3d files looks in w3d completly different :/

And i get all the time this error if i try to import a int_n.w3d file all other w3d´s i can import without problems:

Can someone help me to fix that?

Subject: Re: Building Interrior glass bottom?
Posted by Di3HardNL on Mon, 01 Mar 2010 19:01:45 GMT
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I had the same problem with that message.
Luckily there is another w3d importer to import those files.

Download the file i have here in my attachment
paste that file in gmax/gamepacks/westwood/renx/plugins

Start RenX after that
-Click on the tab 'costumize'-> costumize user interface.
-Scroll down untill you see 'Import a W3d File'
-Assign as hotkey for example CTRL+ALT+W
-close costumize user interface
-now press CTRL+ALT+W and you will see a popup of a different w3d importer

Now import the int_n file and it should work

```
File Attachments
1) W3D_CC-imp-V1.16.ms, downloaded 114 times
```

Subject: Re: Building Interrior glass bottom?
Posted by crysis992 on Mon, 01 Mar 2010 19:38:22 GMT
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but i use 3DS max 8, work it for 3ds too?

Subject: Re: Building Interrior glass bottom?
Posted by Omar007 on Mon, 01 Mar 2010 19:40:39 GMT
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Tutorial that contains the ZIP i used for 3DSMax (also usefull if you need any other info on setting up):
http://www.apathbeyond.com/forum/index.php?showtopic=16661

Subject: Re: Building Interrior glass bottom?
Posted by crysis992 on Mon, 01 Mar 2010 19:51:28 GMT

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Omar007 wrote on Mon, 01 March 2010 13:40Tutorial that contains the ZIP i used for 3DSMax
(also usefull if you need any other info on setting up):
http://www.apathbeyond.com/forum/index.php?showtopic=16661

Thank you it works fine.