## Subject: Please Post new tutorials/suggestions here (in this thread)
Posted by Blazer on Sat, 05 Apr 2003 21:44:24 GMT
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This thread will be used to post and evaluate helpful tutorials/guides/tips for Modding and Mapping C&C:Renegade.

The preferred format is to post the tutorial right here. Images and bbcode are enabled. Please remember to resize any included images to 1024x768 or (preferably) less! Not everyone runs large screen resolutions and big images stretch out the forum tables.

Tutorials posted here directly will be moved to the other sticky thread if they meet the following criteria:
1. Contains either new helpful content or superior content to an existing tutorial
2. Is purely helpful content. No flames or anything not related to the tutorial
3. No spam. This means no "outwar" links, or links to anything not about modding or mapping. Just use your head.
4. Inline images are not of excessive size

## Subject: Please Post new tutorials/suggestions here (in this thread)
Posted by General Havoc on Sat, 12 Apr 2003 12:46:37 GMT
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Not so much of a tutorial, more of a useful tip that was included in SomeRhinos terrain tutorial. When building faces make sure that you build them in a Counter-Clockwise direction otherwise they will be flipped and you will see the culled backface from the top. This will make your terrain/object appear like it has holes in it even though there is a face there.

_General Havoc

## Subject: Please Post new tutorials/suggestions here (in this thread)
Posted by Blazer on Thu, 15 May 2003 19:48:25 GMT
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Dantefew tutorials at: http://modx.renevo.com/forumdisplay.php?s=&forumid=10

That url is allready in the list...in fact it has been the very first item in the list

## Subject: Please Post new tutorials/suggestions here (in this thread)
Posted by StoneRook on Thu, 22 May 2003 16:03:36 GMT
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http://members.aol.com/bumpaneer/setup.htm

Bumpaneer's work on the mct's and pt's.

Models included.

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Subject: Please Post new tutorials/suggestions here (in this thread)
Posted by Imdgr8one on Sat, 21 Jun 2003 03:17:22 GMT
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Can you delete all the nodnl.net one's, it is nonexistent now.

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Subject: Please Post new tutorials/suggestions here (in this thread)
Posted by General Havoc on Mon, 14 Jul 2003 23:33:33 GMT
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Yeah - updated them a couple of days ago. All the tutorials should now work correctly. All the nodnl ones plus more are at renhelp and the links in that post work fine now.

_General Havoc

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Subject: Please Post new tutorials/suggestions here (in this thread)
Posted by YSLMuffins on Thu, 17 Jul 2003 06:06:03 GMT
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Didn't want to flood this thread with pictures.

Dedicated VIS tutorial: http://www.n00bstories.com/renforums/viewtopic.php?t=6243

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Subject: Please Post new tutorials/suggestions here (in this thread)
Posted by [CK]Sibercat on Fri, 24 Oct 2003 14:02:16 GMT
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 tutorials need to Be in VIDEO  not in images

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Subject: Please Post new tutorials/suggestions here (in this thread)
Posted by General Havoc on Fri, 24 Oct 2003 15:55:13 GMT
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Wel actually if you read my tutorials and any others then you will see that they cannot be explained in a video. Written format with text is much better.

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Subject: Please Post new tutorials/suggestions here (in this thread)
Posted by kn0wn on Fri, 16 Jan 2004 03:39:59 GMT
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That's not such a bad idea. If someone out there has the ability, and understood the tutorials or made their own, could they please make a movie of it? Maybe with voice or text, I reckon that would be a BIG hit. It would explain things more, and show where things are. Even a flash document with texts wouldn't be bad either. But Siber not ALL tutorials HAVE to be in video, I don't think there are any tutporials in video :/ I have never seen one myself, anyway.

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Subject: Affirmative
Posted by blackhand456 on Tue, 03 Feb 2004 02:23:31 GMT
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I like the video idea it be easier to understand

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Subject: Please Post new tutorials/suggestions here (in this thread)
Posted by PermaGrin on Sat, 09 Oct 2004 19:19:22 GMT
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My friend made a little collection of tutorails for his students to use as a quick reference. Take a look and you might find something usefull.

http://www.jeffparrott.com/texturetips.html

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Subject: Re: Please Post new tutorials/suggestions here (in this thread)
Posted by mattc1515 on Thu, 29 Sep 2005 00:15:47 GMT
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Could somebody make a really easy to follow, Tut on making a map and adding the standerd c&c mode buildings. i can follow the Tuts on renhelp becuase i is 2 stoopid*

* i'm not really that stupid, just writing it like that to show how stupid i am when it comes to reading instructions.

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Subject: Re: Please Post new tutorials/suggestions here (in this thread)
Posted by AADude7 on Sun, 09 Oct 2005 18:01:02 GMT
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If you cant understand the tutorials on www.renhelp.co.uk
tough luck, but go to www.cncden.com for one by aircraftkiller...

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Subject: Re: Please Post new tutorials/suggestions here (in this thread)
Posted by PaRaDoX on Wed, 21 Dec 2005 01:56:00 GMT
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Could someone make a tutorial on how to bone a gun with muzzleflashes

sorry if this topic is old or not

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Subject: Re: Please Post new tutorials/suggestions here (in this thread)
Posted by Veyrdite on Sat, 19 Aug 2006 10:50:40 GMT
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any chance anyone could make a waypath and ai setup tutorial?

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Subject: Re: Please Post new tutorials/suggestions here (in this thread)
Posted by zertos123 on Tue, 03 Oct 2006 14:41:04 GMT
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most of these links are dead or missing does anyone know of a link thats not dead???

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Subject: Re: Please Post new tutorials/suggestions here (in this thread)
Posted by Halo38 on Tue, 03 Oct 2006 19:49:41 GMT
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zertos123 wrote on Tue, 03 October 2006 10:41most of these links are dead or missing does anyone know of a link thats not dead???

http://www.renhelp.net/

^^ This is all you need really

We don't really need this thread stickied if someone wants to ask for a tut they will ask in the usual way then get given a renhelp link and then most likly some off topic discussion will start about graphics card or fps

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Subject: Re: Please Post new tutorials/suggestions here (in this thread)
Posted by YSLMuffins on Wed, 04 Oct 2006 00:04:35 GMT
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House cleaning done, as requested.

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