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Subject: Map Making Questions  
Posted by [spreegem](#) on Sat, 11 Oct 2003 03:26:47 GMT  
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I just started to make Renegade maps this night, and Everything was fine in G-Max, but then I opened it up in in level edit, and two of the four textures where missing, How do I fix this? Do you need more info on the problem? How do I put multiple maps into a .pkg?

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Subject: Map Making Questions  
Posted by [Cpo64](#) on Sat, 11 Oct 2003 03:29:45 GMT  
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Find out which textures they are, and put them into your mod folder

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Subject: Map Making Questions  
Posted by [spreegem](#) on Sat, 11 Oct 2003 13:00:25 GMT  
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Anywhere in the mod folder? Or a specific place?

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Subject: Map Making Questions  
Posted by [PA.thet.ic](#) on Sat, 11 Oct 2003 13:13:44 GMT  
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just the mod folder...

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Subject: Map Making Questions  
Posted by [spreegem](#) on Sat, 11 Oct 2003 14:14:30 GMT  
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OK THX I'll try it out soon

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Subject: Map Making Questions  
Posted by [spreegem](#) on Sat, 11 Oct 2003 14:49:15 GMT  
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I started doing a little more in Map making, and I opened up the G-Max of the buildings setup, and there are no textures on the buildings, is there textures for the buildings somewhere? Or a G-Max setup with the textures already on the Buildings?

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Subject: Map Making Questions

Posted by [xptek\\_disabled](#) on Sat, 11 Oct 2003 15:58:36 GMT

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spreegemI started doing a little more in Map making, and I opened up the G-Max of the buildings setup, and there are no textures on the buildings, is there textures for the buildings somewhere? Or a G-Max setup with the textures already on the Buildings?

Once you export that to a w3d the buildings will have textures.

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Subject: Map Making Questions

Posted by [spreegem](#) on Sun, 12 Oct 2003 22:31:32 GMT

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Ok good THX Another question as well, I am making a DM map, and wanted to make a Purchase Terminal so that you can Refill your weapons, but I couldn't find where you make the Purchase terminals at, I know it's in level edit, that all. Thanks For all your help. Also, I can't seem to export my maps to a .mix

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Subject: Map Making Questions

Posted by [Cpo64](#) on Sun, 12 Oct 2003 22:52:16 GMT

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Object/Simple/CnC Objects/pct\_zone\_gdi or pct\_zone\_nod

Or do you mean the actual pct?

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Subject: Map Making Questions

Posted by [spreegem](#) on Sun, 12 Oct 2003 23:28:14 GMT

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I think that's it, I haven't tried it yet. Also my textures seem to be fine in G-Max, but are stretched in Level edit. THX

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Subject: Map Making Questions

Posted by [Cpo64](#) on Mon, 13 Oct 2003 01:48:39 GMT

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Would need a pic to understand the texture problem...

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Subject: Map Making Questions  
Posted by [spreegem](#) on Mon, 13 Oct 2003 14:48:34 GMT  
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That's the problem I'm having, Not all over the level, just in a few places.

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Subject: Map Making Questions  
Posted by [xpontius](#) on Mon, 13 Oct 2003 15:35:55 GMT  
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You have to got to modifiers i think and then go to uvw map and select how the texture is put on ie a box so that the texture is laid flat on the faces correctly. Mess with the numbers as well to size up the texture on the faces

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Subject: Map Making Questions  
Posted by [spreegem](#) on Mon, 13 Oct 2003 23:31:17 GMT  
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Do I have to take the texture off, and put it back on?

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Subject: Map Making Questions  
Posted by [xpontius](#) on Mon, 13 Oct 2003 23:34:23 GMT  
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Nope, once the textures on its like clay, u can alter it all u want.

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Subject: Map Making Questions  
Posted by [spreegem](#) on Tue, 14 Oct 2003 12:49:51 GMT  
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OK THX I'll post anymore problem I have in here.

I got another problem, I can't export my map as a .mix I followed the tutorial on my site I got from someone, but there was no Scripts folder, and the export didn't work.

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Subject: Map Making Questions  
Posted by [Cpo64](#) on Tue, 14 Oct 2003 17:55:21 GMT  
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Okay, do you have XCC?

If you do, just export it as a normal package, then open it in XCC delete all the files you don't need.

Delete objects.ddb, conv10.cdb, all the \*.ini, and the strings.tdb. If you want you can also delete the scripts, ta\_cement.dds, ta\_dummy.dds, and ta\_frnt.dds

After that, change the name of the map from mymap.pkg, to mymap.mix making sure that "mymap" is the same as the \*.isd file inside the pkg.

Did that make any sense?

LoL, looking through this, I forgot to delete a lot of things from divergence... oh well...

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Subject: Map Making Questions  
Posted by [spreegem](#) on Tue, 14 Oct 2003 20:30:00 GMT  
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I think that will work, haven't been on my computer hardly any so I will try it ASAP.

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Subject: Map Making Questions  
Posted by [spreegem](#) on Sat, 18 Oct 2003 14:55:52 GMT  
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I tried messing around with the texture a lot, but am still having the same problem.

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Subject: Map Making Questions  
Posted by [spreegem](#) on Wed, 19 Nov 2003 00:16:09 GMT  
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Well, I am still having the texture problem, and hadn't opened my map in about a month, but today I opened it up, and the w3d terrain file didn't load in level edit, there is no terrain. . . it is just not there, what happened, I tried re creating it, but it didn't do anything.

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