Subject: RenX to Level Edit-Help!
Posted by Wild1 on Tue, 21 Oct 2003 22:29:28 GMT
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I have read throught about 6 tutorials now on how to make a map, but I'm still having problems.

Ok, I made the map in RenX, that's fine. I got all the required collisions marked. I export the map to my mod package in .w3d, that's fine. I Added the Terrain Name. But when I press Make, it goes through calculating everything, but nothing shows up.   Why the hell does it do that?

Don't tell me to read the tutorials, because I have. I just don't know what else to do. Any suggestions?

Subject: RenX to Level Edit-Help!
Posted by Flubber on Tue, 21 Oct 2003 22:33:55 GMT
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Did u make sure the map is a correct size? , if it is a correct size make sure its coordinates are 0,0,0 , the map maybe way off the camera so try that.

If all else fails, im sorry

Subject: RenX to Level Edit-Help!
Posted by Wild1 on Tue, 21 Oct 2003 22:40:26 GMT
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What sizes are you talking about? It is 1000 feet by 1000 feet.

Subject: RenX to Level Edit-Help!
Posted by bigwig992 on Tue, 21 Oct 2003 22:56:21 GMT
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Alright ya big dummy. They are trying to tell you to make sure your mesh is at 0, 0, 0 in RenX. The point where the dark black lines intersect. Also, name your w3d something simple, like "W_MAP01.w3d". Then export as RENEGADE TERRAIN to the mod package. Highlight terrain, click add, put in a name, any name at all, find your file in your mod package folder, and click make. It will probley thing for awhile, like you said. Now click on the instances tab, and click on the littly plus box next to terrain, then do it again on your map name. You should see abunch of mesh names, highlight any one and click go to. Then you'll probley see your mesh if you hadn't already when making it.

Subject: RenX to Level Edit-Help!

Posted by Flubber on Tue, 21 Oct 2003 22:59:28 GMT

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Make sure map name is no more than 15 characters, thanks bigwig.

Subject: RenX to Level Edit-Help!

Posted by Wild1 on Tue, 21 Oct 2003 23:12:59 GMT

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Tried it, didn't work.

I got the commando, but he kept flickering and there still was no terrain. I also tried loading my .w3d in the w3dviewer, but nothing came up.

Edit: Uhhh...nevermind got it fixed. (Had to redownload it) Thanks for all your help.