
Subject: Caves, trees, and tunnels

Posted by [CnCsoldier08](#) on Sat, 06 Dec 2003 18:50:02 GMT

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how do i make caves in my map....like on under??

how do i make tunnels on my map?

to put in trees, do i just do that in level edit or does it have to be in Renx also?

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Posted by [Dishman](#) on Sat, 06 Dec 2003 19:09:05 GMT

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Making tunnels is simply a matter of extruding (intruding, rather) a polygon in a mountain, for instance, in RenX. This gets tricky at times, but it's generally not too hard, if you find other methods of doing this easily. As far as "caves" go, I'm not terribly sure what you mean by caves. If you mean like the general overhang in the base zones, then that's just making a mesh to arch over the top, but there are always many ways to do things. And yes, trees are all packaged in a neat little folder in Commando.

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Posted by [CnCsoldier08](#) on Sat, 06 Dec 2003 19:21:27 GMT

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by caves i mean like a hole in the ground for the bases to go into.....like in under

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Posted by [Dishman](#) on Sat, 06 Dec 2003 20:28:05 GMT

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The bases aren't really in a "hole"... like I said, it's more likely that it would be a mesh used for the cave wall terrain, but I'm not sure. Open up Under in Commando and point out what you mean...

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Posted by [CnCsoldier08](#) on Sat, 06 Dec 2003 23:16:19 GMT

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well

<http://modding.renstation.net/index.php?act=ST&f=3&t=133&s=8e2ecb6b69aa93b75a7d78aedf9359b4>this is my idea. oops

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Posted by [IRON FART](#) on Sat, 06 Dec 2003 23:48:01 GMT

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Create ALL of your map.

Separate the map like this:

-Tunnels

-Rest of map

Then export them both as .w3d

Go to level edit.

Load up your map.

Click add, chose your MAIN terrain

next chose your terrain that was added to the sidebar. click on the arrow next to xtra (left of the add button)

click batch import terrain. chose the .w3d for your tunnels.

This is good, because you can have interchangeable tunnels for your map. chose which suits your aim best, and also because you can use the same tunnels for many maps.
