
Subject: 2-story buildings in MP levels
Posted by [jonwil](#) on Fri, 19 Dec 2003 03:01:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Firstly, is there a tutorial or example of this.
Secondly, what MP maps exist that use this.
And thirdly, What buildings parts go with these. Which bits come in buildings.zip as gmax? Which bits only come in renegade as w3d files with no gmax? (although I did convert all the bits I could find to gmax myself and released them so I think that those shouldnt be a problem)
And which bits are completly missing and/or only come with user-made-maps (e.g. do any of ACKs maps have bits that are absent from both buildings.zip and renegade and that were created by westwood and not ACK?)

And, if ACK does have building bits that the rest of us dont have...

Subject: 2-story buildings in MP levels
Posted by [Madtone](#) on Fri, 19 Dec 2003 03:29:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think TSField.mix has 2 story buildings.

Can't help much, still starting to try and get back into the ren community

Subject: 2-story buildings in MP levels
Posted by [npsmith82](#) on Fri, 19 Dec 2003 03:37:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've no contribution to this thread, but...

waves in the general direction of Madtone

Subject: 2-story buildings in MP levels
Posted by [Madtone](#) on Fri, 19 Dec 2003 04:18:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

npsmith82I've no contribution to this thread, but...

waves in the general direction of Madtone

G'day, how are ya?

Long time no chat.

Starting to get on MSN more often now, will keep an eye out for ya!

waves back

Subject: 2-story buildings in MP levels

Posted by [Cpo64](#) on Fri, 19 Dec 2003 06:38:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

um everything is included with the buildings.zip accept the lighting only takes a while to set up...

if you do it right, you can use lighted buildings from the tutorial level

Subject: 2-story buildings in MP levels

Posted by [General Havoc](#) on Fri, 19 Dec 2003 08:38:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah the BUILDINGS.zip contains the proxies for them. Basically you normally make the exterior of the singleplayer building in RenX and the rest is proxied in when you import to LevelEdit, in that case the parts are stored in the always.dat.
