
Subject: My first mod coming soon!
Posted by [Anonymous](#) on Fri, 11 Oct 2002 17:17:00 GMT
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Yes my very first mod will be coming out soon! it will be made up of some maps and new weapon stats! no vechiles though! O heres some pictures of my frist map! not final just for now!<http://www.renegademods.info/users/Laser2150/Deathbarracks1.JPG>
<http://www.renegademods.info/users/Laser2150/Deathbarracks2.JPG>
<http://www.renegademods.info/users/Laser2150/Deathbarracks3.JPG>

Subject: My first mod coming soon!
Posted by [Anonymous](#) on Fri, 11 Oct 2002 18:57:00 GMT
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Looks very nice, Good Job...If you need a place to host it... Just e-mail me

Subject: My first mod coming soon!
Posted by [Anonymous](#) on Fri, 11 Oct 2002 20:24:00 GMT
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You need to work on the textures.

Subject: My first mod coming soon!
Posted by [Anonymous](#) on Sat, 12 Oct 2002 02:38:00 GMT
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good first try, Pointer tips.1) after textureing the ground, pull down the MODIFIER menu and click, UV map.then on the right toolbox, scroll down to the UVW map section and change the length and width to about 7. that will make the ground texture look better.2) Careful Using PLANE mesh as walls, if its 2 sided Vehicles will stick in it. (I did that on my first RenX map.) Use BOX or 1 sided instead.3) also after making a Mesh Editable. click the + sign next to editable mesh on the right side toolbar. see the Vertex subgroup. click that and now you can pull those little blue dots up (in the Perspective View) with the fourway move arrow button. thats the way to make mountains.BTW Im only on my Second Try at RenX map. LOL [October 12, 2002, 02:41: Message edited by: garth8422]

Subject: My first mod coming soon!
Posted by [Anonymous](#) on Sat, 12 Oct 2002 07:25:00 GMT
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Btw they are boxes and i have a invisable barrier there ill give that a try

Subject: My first mod coming soon!
Posted by [Anonymous](#) on Sat, 12 Oct 2002 12:35:00 GMT
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Im not sure that....is a mod.???

Subject: My first mod coming soon!
Posted by [Anonymous](#) on Sat, 12 Oct 2002 12:52:00 GMT
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quote:Originally posted by rjs87:You need to work on the textures.You can use the UVW Mapping modifier(Modifiers>UV Coordinates>UVW Mapping).Zelord

Subject: My first mod coming soon!
Posted by [Anonymous](#) on Sat, 12 Oct 2002 12:56:00 GMT
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OK, good first try. But loose the mountains in back, thats not how its done.
