Subject: Halo38's Teleport Models
Posted by Cyber030 on Thu, 26 May 2005 02:17:32 GMT
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In the map C&C_MutantLab there are the two teleport models that were released in renhelp.co.uk. My problem is, the link that says you can get them here or watever, is a dead link. I have already tried using xcc mixer to extract it from his map, but then Leveledit has trouble loading a grate.tga file, gets an error, then closes. So could someone post a download of the two teleport models?

Subject: Halo38's Teleport Models
Posted by Halo38 on Sun, 29 May 2005 01:26:19 GMT
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Try the link in my sig

Subject: Halo38's Teleport Models
Posted by Cyber030 on Mon, 30 May 2005 22:09:31 GMT
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Well, I did get the models from your site. My problem is they are in gmax form. I plain suck at gmax, but I have it. I have also tried extracting the teleporters from the C&C_Mutantlab map. It worked, but when I brought them into leveledit, then tried to move or click on them, leveledit crashed. I guess my question is, is how do you take the gmax form of the models and turn them into .w3d models?

Subject: Halo38's Teleport Models
Posted by Major Mike on Mon, 30 May 2005 22:21:45 GMT
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Open up the teleporter models into Renx. Go to the file tab then click export. Save as type w3d.

Subject: Halo38's Teleport Models
Posted by Cyber030 on Tue, 31 May 2005 01:04:40 GMT
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Well, I must be missing something for RenX because I can't save it as w3d, only as p3d.

Subject: Halo38's Teleport Models
Posted by Blazea58 on Tue, 31 May 2005 14:06:23 GMT
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Just click where it says type of file to save as, and choose w3d. You may not see it there until you click the arrow beside it and you will see it

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Subject: Halo38's Teleport Models
Posted by Cyber030 on Tue, 31 May 2005 15:52:32 GMT
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Okay, now I got that working. My next problem is when leveledit freezes up. I put the .w3d in the mod folder for the map, then started leveledit and loaded my map, then made a new Preset in the Objects->Simple Section. After I do that and then click make, it shows up, but when I try to click on it, leveledit crashes. What am I doing wrong?

Subject: Halo38's Teleport Models
Posted by Halo38 on Tue, 31 May 2005 16:01:10 GMT
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Cyber030Okay, now I got that working. My next problem is when leveledit freezes up. I put the .w3d in the mod folder for the map, then started leveledit and loaded my map, then made a new Preset in the Objects->Simple Section. After I do that and then click make, it shows up, but when I try to click on it, leveledit crashes. What am I doing wrong?

Personally, when i add my teleporters, I temp straight off the 'Tile' preset and in the 'physics model' tab set the physics type to 'StaticPhys'. that way you only have one option to add the w3d file and you can't really go wrong

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Subject: Halo38's Teleport Models
Posted by Cyber030 on Tue, 31 May 2005 16:08:18 GMT
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Okay, I will try that. One more problem is, the teleporter models are all in one in a gmax form. How would I separate them so that I can save just the GDI teleporter, or just the nod one?

Subject: Halo38's Teleport Models
Posted by Cyber030 on Tue, 31 May 2005 16:26:13 GMT
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Another Question, Where is the selection to make a ladder work in the presets?

Subject: Halo38's Teleport Models
Posted by Oblivion165 on Tue, 31 May 2005 16:30:28 GMT

Object ~ Transitions ~ Ladder Top & Bottom

Make the objects and the little box it makes will say "front" on one side. Place them where the ladder should be, and in LE you can walk upto it and press "e" to test.

Subject: Halo38's Teleport Models
Posted by Halo38 on Tue, 31 May 2005 16:31:50 GMT

Cyber030Okay, I will try that. One more problem is, the teleporter models are all in one in a gmax form. How would I separate them so that I can save just the GDI teleporter, or just the nod one?

Simply copy the gmax file 2 more times and delete the models you don't want in each file. Move the remaining model you do want to the (0,0) XY co-ordinate in gmax so that when you 'make' it in level edit it the models center is where it should be.

Edit: It's been quite a while since i made those, I was a bit new to max at the time, I belived that creating them all in the same file some how optimised the material data. so thats why they are all in the same file

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