
Subject: Building Tut out yet?

Posted by [SuperMidget](#) on Sun, 11 Sep 2005 02:36:37 GMT

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A good one

I've been looking for a while. Step by step, easy and smiple, I just can't seem to get one

Subject: Re: Building Tut out yet?

Posted by [YSLMuffins](#) on Sun, 11 Sep 2005 03:36:42 GMT

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What do you mean a "building tutorial"? How to make buildings? How to place them in Leveledit?
What?

Subject: Re: Building Tut out yet?

Posted by [Aircraftkiller](#) on Sun, 11 Sep 2005 10:29:18 GMT

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He said building tut, which I can only assume that he's wondering how King Tut (Tutankhamen) was built back in ancient Egypt.

My dear boy, he was built by the same method you were - sexual intercourse!

Subject: Re: Building Tut out yet?

Posted by [Nightma12](#) on Sun, 11 Sep 2005 11:25:06 GMT

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ACKs been doin a lil research!

Subject: Re: Building Tut out yet?

Posted by [SuperMidget](#) on Sun, 11 Sep 2005 14:21:43 GMT

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Oh ACK.

I needed a tutorial for standard buidlings for my maps. I don't know if it's done in Level Edit or RenX..

Subject: Re: Building Tut out yet?

Posted by [Oblivion165](#) on Sun, 11 Sep 2005 21:26:46 GMT

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Man SuperMidget, you tried to get one from me like 6 months ago.

Still havent figured it out yet?

Subject: Re: Building Tut out yet?

Posted by [Oblivion165](#) on Sun, 11 Sep 2005 21:45:25 GMT

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Well i have been wanting to be a Mod Forum Moderator for awhile, so this would be in the right direction. Im still on dial-up for a few days, CitCom hasnt installed our broadband yet so this will have to be images only.

I know you've been here for awhile, but im going to treat this as if i were talking to someone with no experiance what-so-ever. this is not to insult your intellegence, but to ensure everything gets across.

working as of right now.

Subject: Re: Building Tut out yet?

Posted by [Oblivion165](#) on Sun, 11 Sep 2005 22:27:05 GMT

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Ok first things first.

Goto: <http://www.oblivionabre.com/RenInstall.html>

Follow the instructions for "People who need to start modding:"

Note: I often use "~" as a symbol for "Next" or "Then"

When all is installed goto "C:\gmax\gamepacks\Westwood\RenX" and right-click the link called "RenX" ~ Send to ~ Desktop(create Shortcut)

Should look similar to this on your desktop:

Double-Click the link ~ If it asks for a serial, simply register at the link thats provided on the window.

Now download "Sectors Example.gmax" from my attached files. Save it to your desktop, and in Gmax goto File ~ Open ~ (Your Desktop) ~ "Sectors Example.gmax"

It should look something like this:

Now goto "C:\Program Files\RenegadePublicTools\LevelEdit"

Right-Click Leveledit.exe ~ Send to ~ Desktop (create shortcut)

Double-click the new link, and when it shows this:

Hit "New" ~ Name it "tutorial work" ~ hit "Ok"

when its finished loading, you should just see a blue. Go back to Renx and hit File ~ Export ~ Goto "C:\Program Files\RenegadePublicTools\LevelEdit\Tutorial Work" and Save as "Sectors.w3d" ~ Set the next window to "Renegade Terrain" and hit ok.

Switch back over to LevelEdit and do this:

Ok that's all of part 1, im still working on part 2. Uploaded in a few minutes.

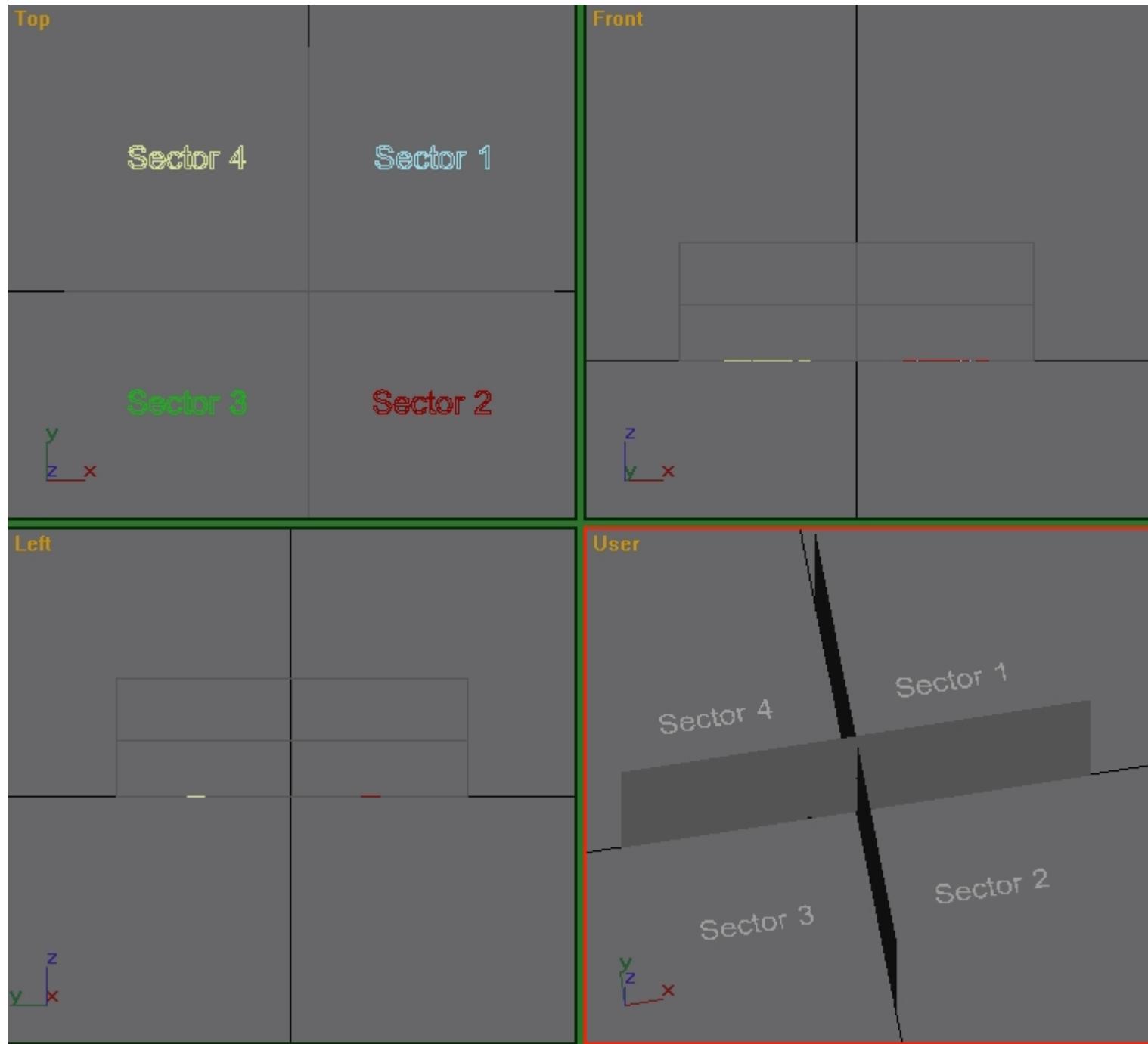
File Attachments

1) [SM Tut Img 1.jpg](#), downloaded 459 times

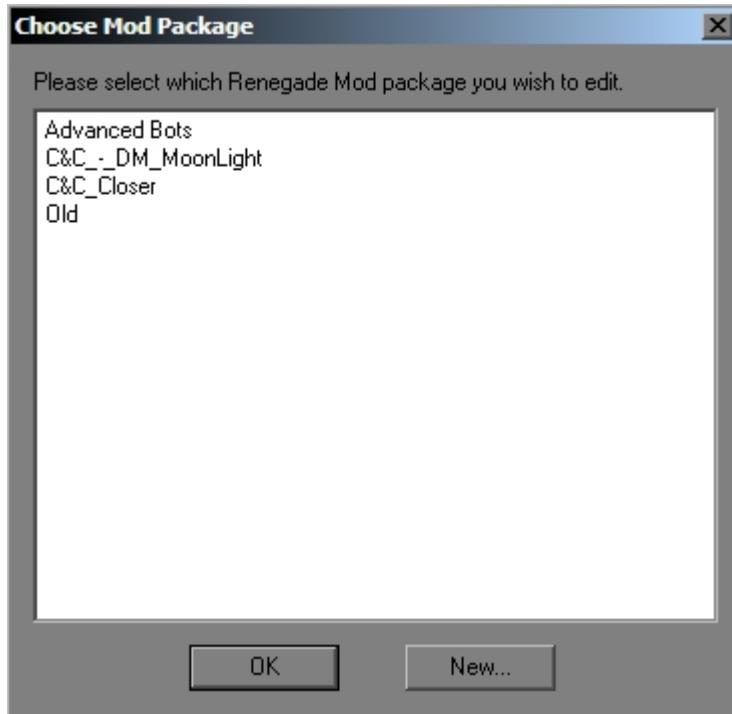


2) [Sectors Example.gmax](#), downloaded 107 times

3) [SM Tut Img 2.jpg](#), downloaded 452 times



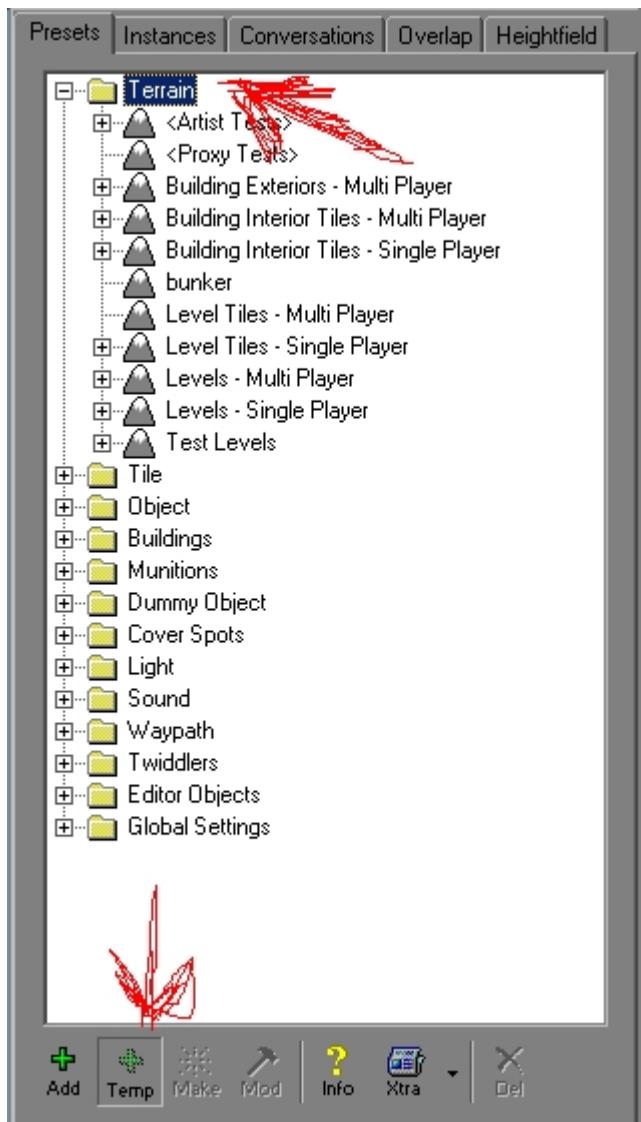
4) SM Tut Img 3.jpg, downloaded 457 times



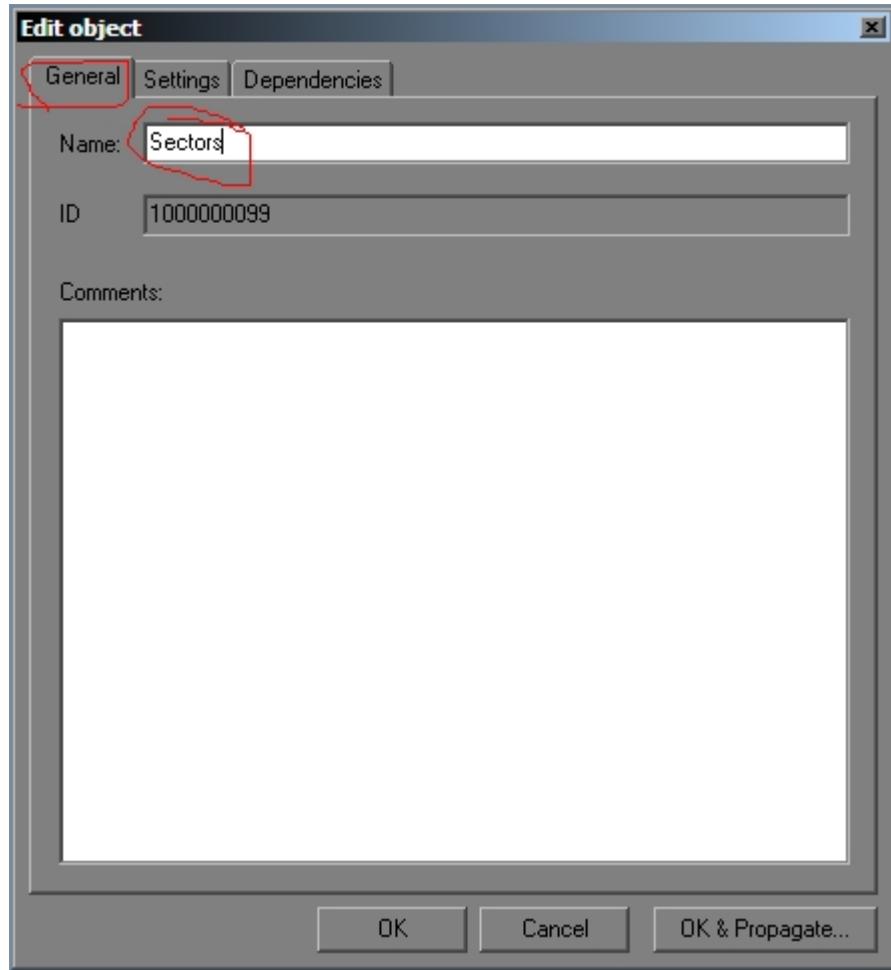
5) SM Tut Img 4.jpg, downloaded 452 times

Save as type: w3d (*.W3D) ▾

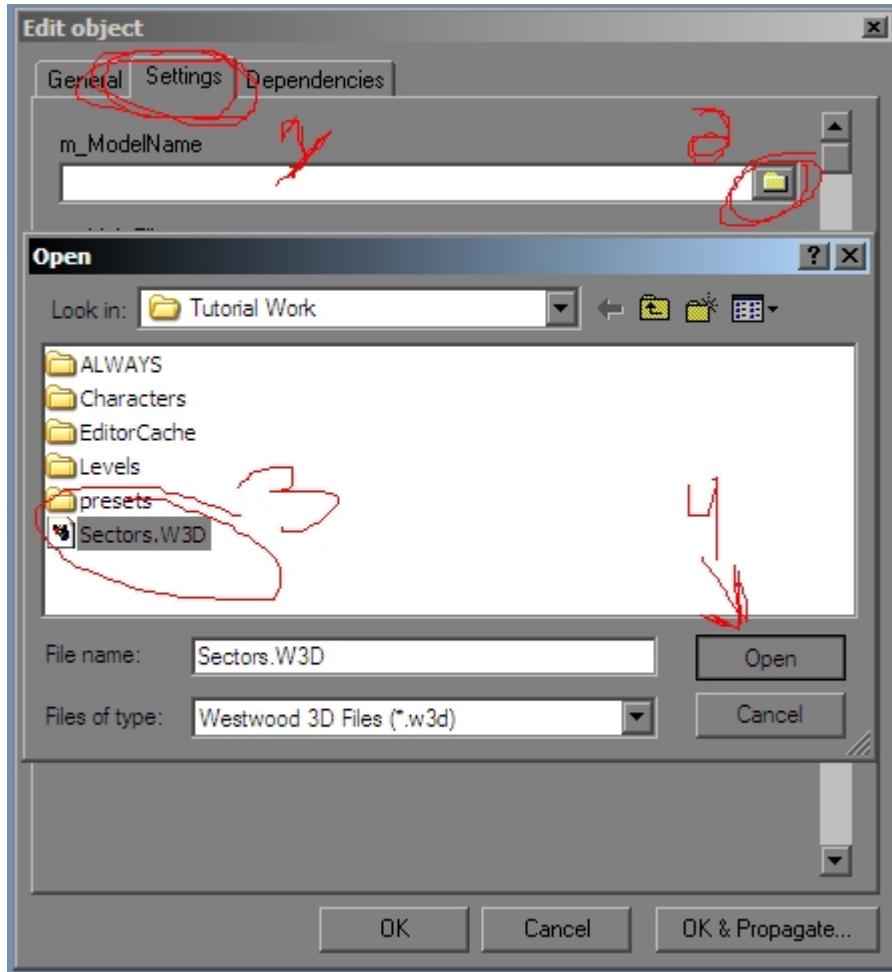
6) SM Tut Img 5.jpg, downloaded 455 times



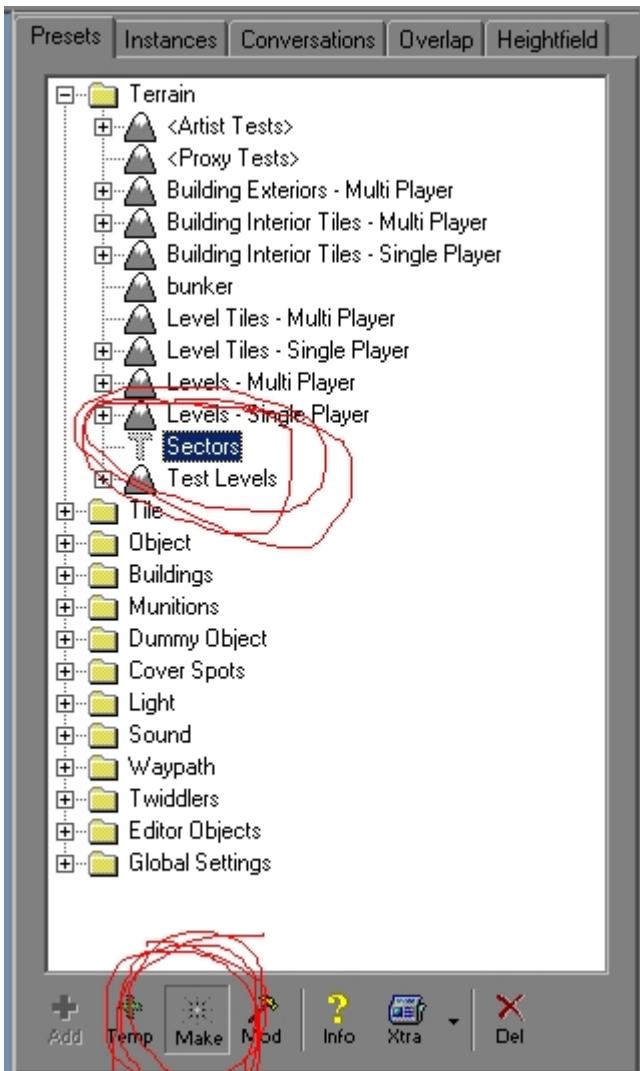
7) SM Tut Img 6.jpg, downloaded 445 times



8) SM Tut Img 7.jpg, downloaded 453 times



9) SM Tut Img 8.jpg, downloaded 451 times



Subject: Re: Building Tut out yet?

Posted by [SuperMidget](#) on Sun, 11 Sep 2005 22:30:00 GMT

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As always bro, you rule.

And I haven't been trying, I've been playing Diablo 2.

Subject: Re: Building Tut out yet?

Posted by [Oblivion165](#) on Sun, 11 Sep 2005 22:47:06 GMT

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Ok so you should see this on your screen:

You should now see how RenX is depicted to LevelEdit. Also you can see some scale now.

On my RenHelp tutorial <http://renhelp.co.uk/?tut=61> i have the building files with proxis.

Direct Link: http://renhelp.laeubi-soft.de/Tutorials/Oblivion/TUT_Proxis/_buildings_prox.zip

Extract the Gmax file "Buildings_prox.gmax" in the zip and Repeat (The gmax part of)Part 1 with this Gmax file. Name the LevelEdit temp and the .w3d "Buildings"

Take note where the words "Sector 3" "and Sector 4" are, move your camera around to a similar station to show your GDI buildings.

This will get you to the point where you can follow my other tutorial with no problem.

<http://renhelp.co.uk/?tut=59>

Any questions just ask me here, email me, Pm me, or Yahoo me. Also remeber me on nomination day

File Attachments

1) [SM Tut Img 9.jpg](#), downloaded 452 times



2) [SM Tut Img 10.jpg](#), downloaded 437 times

