Subject: How to go about making a map
Posted by FlaminGunz on Thu, 29 Nov 2007 06:40:49 GMT

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I have absolutely no idea how to, but i would appreciate any advice on how to start

what tools
how to get the tools
and how to use them

Thanks
Sgipo

Subject: Re: How to go about making a map
Posted by IronWarrior on Thu, 29 Nov 2007 06:51:04 GMT

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Visit this site to learn how to make maps:
http://www.renhelp.net/

You need gmax, you can find gmax 1.2 here:
http://www.game-maps.net/index.php?action=file&id=530

You can use other map makers too if you want, but gmax is a good start.

Then this for it:
http://www.game-maps.net/index.php?action=file&id=685

You need Renegade Public Tools:
http://www.game-maps.net/index.php?action=file&id=519

Renegade Public Tools, contains the Renegade Level Editer, you can also make maps with this,
but it is best for editing them after they are made.

UnMixer:
http://www.game-maps.net/index.php?action=file&id=334

This is used to crate the .mix files or to remove files form them.

You will need an server to test stuff in:

http://www.game-maps.net/index.php?action=file&id=520

There is lots and lots of other stuff to, that you might need later, some of it can be found at the
same website, where others can be found in the westwood ftp.

Also, before you start asking more questions like how to make a hill or an building, please search for the answers by using the search.

Subject: Re: How to go about making a map
Posted by FlaminGunz on Thu, 29 Nov 2007 09:04:45 GMT
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thanks for the info

i needed a place to start

ty

Subject: Re: How to go about making a map
Posted by Dreganius on Thu, 29 Nov 2007 09:34:45 GMT
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Two things.

1: AUSSIE AUSSIE AUSSIE!

2: Check your inbox.