Subject: Half-Life 2 Style Map Making
Posted by F1AScroll on Thu, 05 Mar 2009 01:17:44 GMT
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When I started modding Half Life 2, I was amazed at how easy it was to make maps. That is because you could make the terrain along with everything else in the map maker instead of making a terrain model and then importing it. I can survive the old Renegade way. But there's just one problem: if you don't have RenX working, you can not make maps. If you could make it so terrain editing could be integrated into the map editor (or make a RenX replacement), then that would be great. I doubt you have the source code to LevelEdit, but if you did, that would be nice of you to do. Thank you.

Subject: Re: Half-Life 2 Style Map Making
Posted by saberhawk on Thu, 05 Mar 2009 01:33:09 GMT
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f1ascroll wrote on Wed, 04 March 2009 20:17When I started modding Half Life 2, I was amazed at how easy it was to make maps. That is because you could make the terrain along with everything else in the map maker instead of making a terrain model and then importing it. I can survive the old Renegade way. But there's just one problem: if you don't have RenX working, you can not make maps. If you could make it so terrain editing could be integrated into the map editor (or make a RenX replacement), then that would be great. I doubt you have the source code to LevelEdit, but if you did, that would be nice of you to do. Thank you.

Even if we had the source code, it wouldn't be possible. HL2 maps are stored as bsp trees which map directly to their map editing software. Renegade has nothing even remotely similar.

Subject: Re: Half-Life 2 Style Map Making
Posted by F1AScroll on Thu, 05 Mar 2009 01:51:58 GMT
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But you can just hax0r it.

Just Kidding!

Gee, I wish it weren't so hard to make stuff work on my computer... Know any other ways to make terrain to import into Renegade?

File Attachments
1) IWish.jpg, downloaded 933 times

Subject: Re: Half-Life 2 Style Map Making
Posted by Gen_Blacky on Thu, 05 Mar 2009 04:08:18 GMT
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you could just expand on hightfield tools tools if you had the source.

Subject: Re: Half-Life 2 Style Map Making
Posted by ErroR on Thu, 05 Mar 2009 09:48:02 GMT
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we can always rip off their maps and claim it's our own   j/k but i think crossfire (i think hl2 has it too) would be hell of a fun time!

Subject: Re: Half-Life 2 Style Map Making
Posted by Jerad2142 on Thu, 05 Mar 2009 19:13:37 GMT
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Gen_Blacky wrote on Wed, 04 March 2009 21:08you could just expand on hightfield tools tools if you had the source.

I've never used the heightfield stuff in my life, is it very useful, ever more useful then RenX (in any cases what so ever)?

Subject: Re: Half-Life 2 Style Map Making
Posted by Omar007 on Thu, 05 Mar 2009 21:25:44 GMT
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Well i think it sucks but that is my opinion

I really can't work normally with heightfields

Subject: Re: Half-Life 2 Style Map Making
Posted by Gen_Blacky on Fri, 06 Mar 2009 05:55:10 GMT
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It suck ass, it just makes a plane and you can make hills and stuff and vertex paint and that's about it. Thats why it would be cool to expand it.

Subject: Re: Half-Life 2 Style Map Making
Posted by saberhawk on Fri, 06 Mar 2009 08:16:16 GMT
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Gen_Blacky wrote on Fri, 06 March 2009 00:55It suck ass, it just makes a plane and you can make hills and stuff and vertex paint and that's about it. Thats why it would be cool to expand it.

And also exactly why it can't be. It's stored as a heightfield, not a BSP tree or anything advanced enough to express "tunnels" or anything of that nature.

Subject: Re: Half-Life 2 Style Map Making
Posted by Reaver11 on Sun, 08 Mar 2009 12:22:27 GMT
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Is there any way that you could enable vis systems on heightfield maps? (Though I do think it is better to make your maps in Renx, mainly because you can have a vissystem)

Subject: Re: Half-Life 2 Style Map Making
Posted by saberhawk on Sun, 08 Mar 2009 12:31:20 GMT
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Reaver11 wrote on Sun, 08 March 2009 08:22Is there any way that you could enable vis systems

on heightfield maps? (Though I do think it is better to make your maps in Renx, mainly because you can have a vissystem)

No.

Subject: Re: Half-Life 2 Style Map Making
Posted by mrÃ£Ã§Ä·z on Sun, 08 Mar 2009 12:41:20 GMT
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Is there a way to Edit the Heightfield map in 3DS Max?

Subject: Re: Half-Life 2 Style Map Making
Posted by saberhawk on Sun, 08 Mar 2009 13:15:41 GMT
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madrackz wrote on Sun, 08 March 2009 08:41Is there a way to Edit the Heightfield map in 3DS Max?

No.

Subject: Re: Half-Life 2 Style Map Making
Posted by mrÃ£Ã§Ä·z on Sun, 08 Mar 2009 13:37:01 GMT
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Is there a way to load the Under.W3D in 3DS MAX without errors?

Subject: Re: Half-Life 2 Style Map Making
Posted by BlueThen on Mon, 09 Mar 2009 02:47:48 GMT
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madrackz wrote on Sun, 08 March 2009 08:37Is there a way to load the Under.W3D in 3DS MAX without errors?
Maybe if you extract it using XCC mixer, and if you have the proper plugins for loading w3d files?

Subject: Re: Half-Life 2 Style Map Making
Posted by Gen_Blacky on Mon, 09 Mar 2009 04:28:57 GMT
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madrackz wrote on Sun, 08 March 2009 07:37Is there a way to load the Under.W3D in 3DS MAX without errors?

what do you mean by errors , like importer giving error or corrupting the meshes. I would use renx to import .w3ds , 3ds max w3d importer is just a rip off from renx.

Subject: Re: Half-Life 2 Style Map Making
Posted by mrÃ£Ã§Ä·z on Mon, 09 Mar 2009 17:11:53 GMT
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Every char, Weapon and whatever works to load (perfectly). Only Map W3D give me a script error

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Subject: Re: Half-Life 2 Style Map Making
Posted by Di3HardNL on Mon, 09 Mar 2009 19:55:04 GMT
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madrackz i had the same issue, but do the following to make it work:

- import the map in RenX
- simply export the map again as .w3d the name doesn't matter
- import the map in 3DSMax.

That works for me

Subject: Re: Half-Life 2 Style Map Making
Posted by mrÃ£Ã§Ä·z on Mon, 09 Mar 2009 20:32:11 GMT
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Just wanted to make my maps niceier to play online

Subject: Re: Half-Life 2 Style Map Making
Posted by Ma1kel on Thu, 19 Mar 2009 12:29:00 GMT
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That reminds me of spawning map models inside the game, and stealthing it.

Subject: Re: Half-Life 2 Style Map Making
Posted by Jerad2142 on Sun, 29 Mar 2009 16:55:39 GMT
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Saberhawk wrote on Sun, 08 March 2009 07:15madrackz wrote on Sun, 08 March 2009 08:41Is there a way to Edit the Heightfield map in 3DS Max?

No.
LIES! Boot your map up in Renegade and use a DXRipper to pull your terrain out into a .3ds file, then import it into 3ds max and edit away. Export to .w3d and there you go!