Subject: how to edit westwood maps in renx
Posted by JsxKeule on Sun, 28 Jun 2009 19:31:29 GMT
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when i open the w3d file from a westwood map like hourglass
i can see the map in renx and chane the textures but how i can add things like emitters and trees
when i add them in the file i cant see them ingame
so what must do

Subject: Re: how to edit westwood maps in renx
Posted by ErroR on Sun, 28 Jun 2009 19:46:11 GMT
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to add that kind of stuff you need to do it threw Level edit. Make a presset for them and place them

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Subject: Re: how to edit westwood maps in renx
Posted by Di3HardNL on Sun, 28 Jun 2009 20:30:05 GMT
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I think it sucks to give emitters good positions in LE.
What I do is place boxes in renx in the positions were you want the emitters. When you have to right positions export it as HIERACHEL MODEL. Best is to export this as a different w3d then the terrain.

Then in LE after you added this w3d to your map click the 'instances tab' in the right menu. Double click terrain then select all the meshes for the boxes you placed.

Then click 'Object' in the upper menu and select 'Replace selection'

Then select an emitter from the presets

Subject: Re: how to edit westwood maps in renx
Posted by Gen_Blacky on Sun, 28 Jun 2009 23:55:25 GMT
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its easier to place them in le. If you do it in renx just export a separate .w3d with just the emitters and add as a temp tile preset.

Subject: Re: how to edit westwood maps in renx
Posted by R315r4z0r on Mon, 29 Jun 2009 02:37:32 GMT
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The thing that I don't like about placing emitters is that you can't see the emission from every angle. One second you can see it clearly, but then you move the camera slightly to get a better view and the emission disappears.. like a Vis error... just without the Vis..