Posted by sauron--the--king on Sun, 21 Nov 2010 23:13:13 GMT
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Hello,

I've been using scripts and making maps for some time, but I've never worked with Gmax. Now I've made my own Gmax file. It's the floor-plan of Mission 10:

Now I want to import this to my own made map as a preset (Mission 10 but then multi-player and much more fun). In the mission GDI has to destroy the base. NOD is inside a place where GDI can't come, with this floor-plan on the ground (in big, about 5 meters in length). NOD will be able to see where the GDI player(s) is/are on this floor plan. Each time a GDI player enters a zone, a small black dot will be made on this floor plan on the place where the GDI guy is. When GDI walks for a while, the NOD players will see where GDI is and will then be able to teleport to them. So I need this floor-plan be imported in the map (big and moderate/high quality) as a preset. Can someone explain me how to do this? If there is an easier way to to it, please tell me.

Thank you in advance,
Kind regards,
Sauron

File Attachments
1) screenshot.png, downloaded 1255 times

File   Edit   Tools   Group   Views   Create   Modifiers   Animation   Graph Editors   Customize   MAXScript   Help

All   View

X   Y   Z   XY

Top

Front
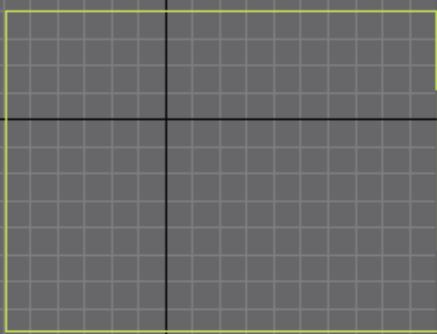
Left
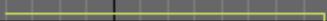
Perspective
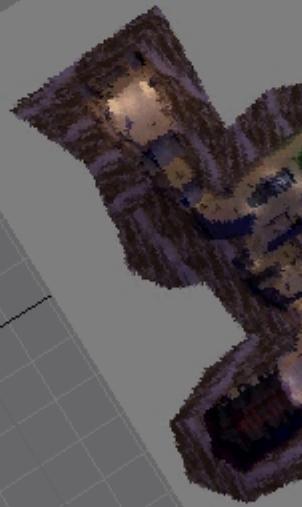
0 / 100

5   10   15   20   25   30   35   40   45   50   55   60   65

None Selected

Object Has been UN_ISOLATED

Click and drag to select and move objects

Add Tim
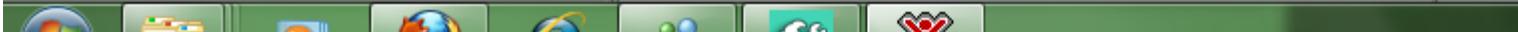
Subject: Re: Importing your own Gmax file as a preset
Posted by sauron--the--king on Mon, 29 Nov 2010 16:28:29 GMT
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I see that people don't know how to help, because I haven't got an answer yet.
Well, if someone had the time for me, you could make a preset in .W3D-format for me. It should
be very thin and 5 metres in length.
His skin should look like this:

I hope someone is willing to help.

Kind regards,
Sauron

Subject: Re: Importing your own Gmax file as a preset
Posted by LR01 on Mon, 29 Nov 2010 19:52:07 GMT
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I don't get what you want, plz explain yourself a bit more.

Subject: Re: Importing your own Gmax file as a preset
Posted by sauron--the--king on Mon, 29 Nov 2010 21:57:35 GMT
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Thank you for your respond.

Well I will try to explain it differently.
The mission whom I am making looks the same like Mission 10 from Renegade. I've only changed
the map (a lot) with many scripts and stuff. The Missionmap still looks the same from above as the
map from Mission 10.

So what I want, is an ingame map from Mission 10. So players of the map can look which way
they have to go to while inside the map. A really big poster from about 5 meters in length with the
map of M10 on it. If I have a W3D model of that, which could be made with RenX if I am correct, I
could use it inside the game.

So I would need a big Poster with the map of Mission 10 on it. If it's in W3D format I could use it in
Renegade Editor and make a preset of it (an object which you can place inside the map).

Subject: Re: Importing your own Gmax file as a preset
Posted by TNaismith on Tue, 30 Nov 2010 04:42:20 GMT

Question: Do you want the map to be a .jpg image, or a 3D object?

A .jpg image you can easily create and import into the Renegade Editor, the only thing you need to know is how to texture objects in RenX using whichever .jpg image you want (other file formats will work too, like .png, etc)

If your talking about actually putting a 3D object of the M10 map INTO another map, like a miniature version on table displays...

... then that is a little different, and I'm not sure it can be done. But please clarify what you want... do you want a map as a 2D picture/image... or are you looking for a full 3D model of the the map (M10) to place as a 3D object/model in your map?

I'm not even sure if the latter is possible.

___

Subject: Re: Importing your own Gmax file as a preset
Posted by sauron--the--king on Tue, 30 Nov 2010 11:30:07 GMT

Just like an ingame poster, so 2D, an JPG image. It shouldn't be much work, so if you, or anyone else, could make such poster for me, I would appreciate it

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Subject: Re: Importing your own Gmax file as a preset
Posted by Altzan on Tue, 30 Nov 2010 16:24:41 GMT

Hmm. So basically, a plane or fairly flat box in Gmax/3DSMax with that map as the texture, exported as a static w3d object?

I'll give it a try, see what happens.

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Subject: Re: Importing your own Gmax file as a preset
Posted by sauron--the--king on Tue, 30 Nov 2010 16:46:06 GMT

Yups, exactly. Thanks Altzan, I am looking forward seeing it

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Subject: Re: Importing your own Gmax file as a preset

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Posted by Altzan on Tue, 30 Nov 2010 16:50:43 GMT

How's this? I saved it local incase it's alright but needs a change or two.

Screens:

Toggle Spoiler

## File Attachments

1) Untitled.png, downloaded 1002 times
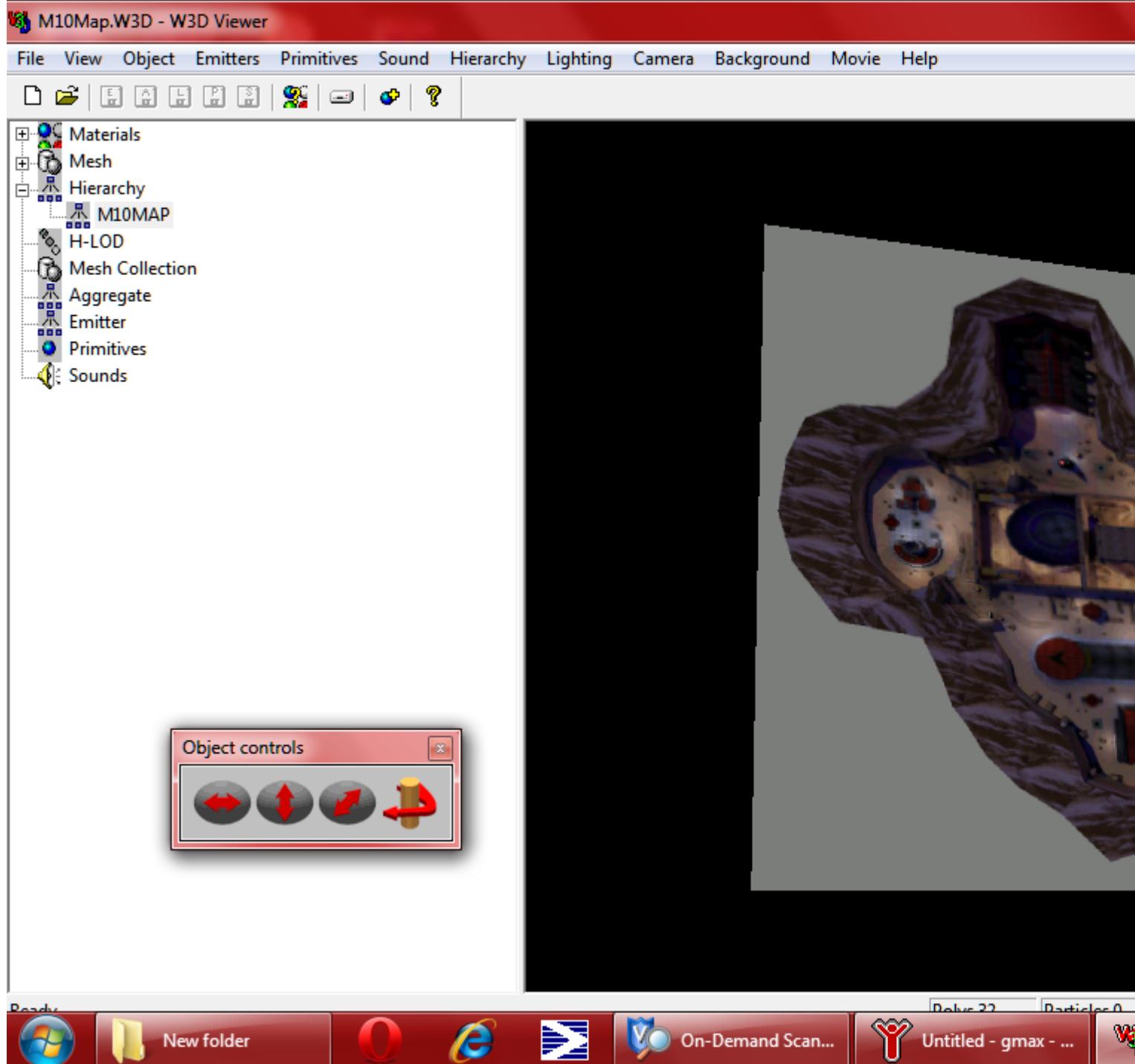
2) Untitled2.png, downloaded 916 times
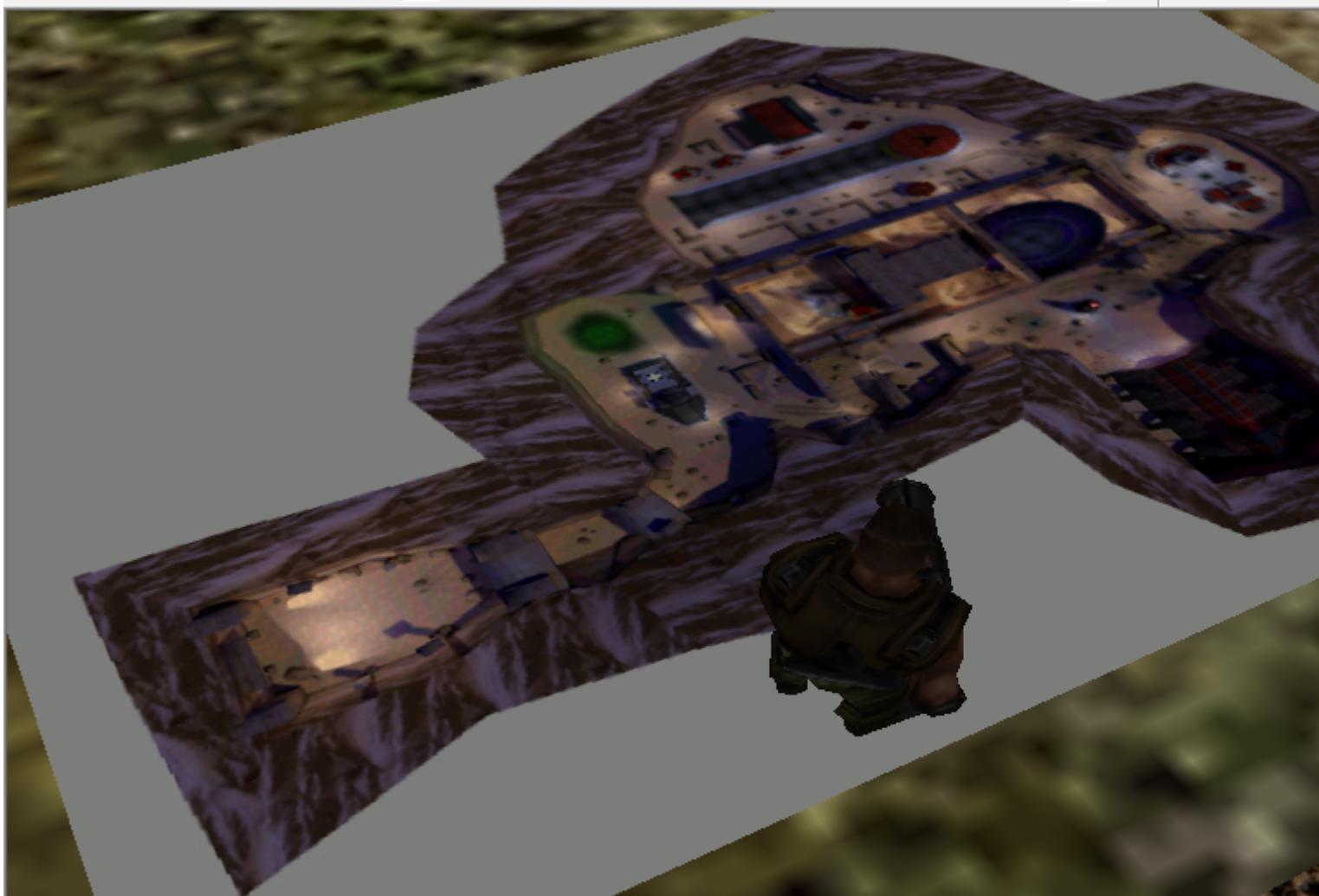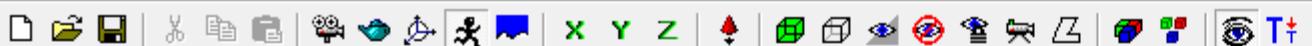
3) Untitled3.png, downloaded 946 times

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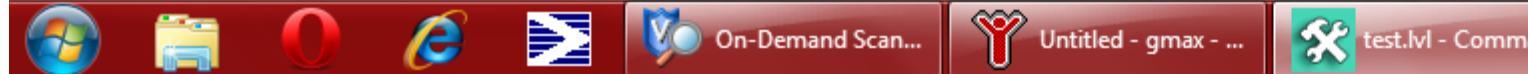
4) M10Map.zip, downloaded 197 times

Subject: Re: Importing your own Gmax file as a preset
Posted by sauron--the--king on Tue, 30 Nov 2010 17:06:05 GMT
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Perfect Altzan,
I've placed it inside the map. Its size is just the way I wanted it to be.

Thanks for your time and help!
I love the fact that you make time for someone you don't even know, thank you

Kind regards,
Sauron

Subject: Re: Importing your own Gmax file as a preset
Posted by Altzan on Tue, 30 Nov 2010 17:14:26 GMT
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Glad to

If you make some progress, I'd love to see how it's coming along later

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Subject: Re: Importing your own Gmax file as a preset
Posted by sauron--the--king on Tue, 30 Nov 2010 18:01:23 GMT
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I will post the map once I've added the map preset with the scripts. I am making the map for me
and 2 friends. I will play NOD and they will play GDI. You need at least 2 players to play the map
and it's most fun with 3 players. So not really a map to play with really many players (unless I
change something).
I will make a host of the map then, so you have to fight with GDI against me. It won't be easy by
the way.

Subject: Re: Importing your own Gmax file as a preset
Posted by sauron--the--king on Fri, 03 Dec 2010 16:07:32 GMT
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I've been making the map, after a while the whole terrain was missing. I wanted to add it again by
going to Terrain-->Levels-Single Player-->Level_10 0319. When I press one of those, it won't
function at all. There won't be made anything. All of the other terrains did work. So I reinstalled
everything, but still the terrain of Mission 10 won't be loaded...

I don't know how to make it possible to add the terrain again. Maybe someone else does?

EDIT: Solved, just uninstalled renegade and all other components and then installed, instead of
just uninstalling Renegade Public Tools.