Subject: Those Ren2 walls
Posted by Deafwasp on Mon, 18 Aug 2003 16:06:03 GMT
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Yah know the ren 2 soviet walls that were released in that pack? Can I just plop em in in renx, and they are destroyable in game, as they are made to be destroyable. ???

Subject: Those Ren2 walls
Posted by General Havoc on Mon, 18 Aug 2003 17:32:51 GMT
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"- The destructable base wall animation did not translate into gmax. I've included the max file so you get the idea of how it worked and you can just use the w3d file as-is."

This is from the readme so you can't just pop them into gmax. You can however use a proxy bone in gmax to proxy them into the map or just add them in leveledit.

Subject: Those Ren2 walls
Posted by Falconxl on Tue, 19 Aug 2003 08:17:31 GMT
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If you want a non functioning wall, it can be exported to .3ds from Max and then imported to gmax, HOWEVER, that would make it non functional. It would also require retexturing as exporting seems to lose the UVW map data.

Subject: Those Ren2 walls
Posted by Aircraftkiller on Tue, 19 Aug 2003 08:54:15 GMT
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No, texture coordinates are fine so long as you check the "Preserve MAX's texture coordinates" option.

Subject: Those Ren2 walls
Posted by General Havoc on Tue, 19 Aug 2003 11:41:49 GMT
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Well I only saw the W3D and the gmax file in the archive, but I may have been mistaken and it might be in there somewhere but I didn't see it in the directory with the walls in.