
Subject: noob to map making

Posted by [Punch-CounterPunch](#) on Sat, 27 Sep 2003 15:16:55 GMT

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i have had an idea, but need some advice (tips)

i don't want to make my map so huge it take a year and a day to walk across the field. So how does the ratio between feet to whatever Gmax uses (pixel) so is it 1 pixel = 1 foot or something different

i looked thru the tutorials and didn't see that.

also i tried loading my prototype map into renegade editor and it didn't work this is what i did , maybe i missed a step

- 1) create new mod
- 2) clicked terrain
- 3) clicked Add
- 4) Named it Castle1
- 5) got the M_modelname
- 6) ../castle.w3d into the box
- 7) clicked ok
- clicked Castle1
- 9) clicked make.

but it failed to show and i got a blue screen

thank you for your help

i hope my first map will be decent.

Subject: noob to map making

Posted by [maytridy](#) on Sat, 27 Sep 2003 15:19:21 GMT

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Customize>Units Setup

Change it to feet or whatever you want.

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Posted by [General Havoc](#) on Sat, 27 Sep 2003 16:51:40 GMT

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Default in Gmax is metres. Havoc is a rounds 1.8 metres tall.

Subject: noob to map making
Posted by [dead4ayear2](#) on Sat, 27 Sep 2003 18:09:29 GMT
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What I do is make a box that's 1x1x2 and use that as a scale for how big I want my stuff to be. It's just a little taller than the actual character but it's a good idea of how big to model.

Subject: noob to map making
Posted by [General Havoc](#) on Sat, 27 Sep 2003 18:54:52 GMT
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The wanderer returns eh?

Subject: noob to map making
Posted by [Punch-CounterPunch](#) on Sat, 27 Sep 2003 19:42:35 GMT
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ok heres a fun little ditti

this is a hut i tried to design i'd like to put PT's and MCT inside to make this hut a Barracks / power / Tib

(3 different huts)

do i do this inside renegade editor via placement of PT etc etc (make the map with the hut inplace) or do i do it via import w3d as building and position them on the map?

Subject: noob to map making
Posted by [dead4ayear2](#) on Sat, 27 Sep 2003 19:49:04 GMT
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General HavocThe wanderer returns eh?

Lol. I didn't think anyone would remember me. What do you mean "wanderer"?

I'm not exactly sure what you mean, punch. But after having stoped modding renegade for such a long time I don't remember anything.

Subject: noob to map making
Posted by [Sir Phoenixx](#) on Sat, 27 Sep 2003 22:01:49 GMT

dead4ayear2What I do is make a box that's 1x1x2 and use that as a scale for how big I want my stuff to be. It's just a little taller than the actual character but it's a good idea of how big to model. Just merge the havoc character model that comes with the Renegade Public tools into the map, resize the map to this, then delete the character model.

Quote:Lol. I didn't think anyone would remember me. What do you mean "wanderer"?

I'm not exactly sure what you mean, punch. But after having stoped modding renegade for such a long time I don't remember anything.

Wandering, going from place to place. Being active for a while, than being inactive for a while, than being active for a while, rinse and repeat.
