Subject: G-MAX QUESTION!!
Posted by spreegem on Sun, 23 Mar 2003 02:34:12 GMT
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How do I texture something I make, such as a box or something??

Subject: G-MAX QUESTION!!
Posted by Titan1x77 on Sun, 23 Mar 2003 06:59:08 GMT
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for starters ...select your box or object, then press M

A window will come up name it and press the bottom tab to the right (apply)

then go to pass 1 and go to the empty texture box and find your texture

Then press display and apply again

Subject: G-MAX QUESTION!!
Posted by spreegem on Sun, 23 Mar 2003 13:30:46 GMT
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OK Thanks   Also how do i put something i make in gmax in renegade, like if i were to make a building ... or something. Would i have to make a level then put it in that level??

Subject: G-MAX QUESTION!!
Posted by laeubi on Sun, 23 Mar 2003 13:51:40 GMT
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export as W3D -> add to Commando -> Make a level -> export -> enjoy

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Subject: G-MAX QUESTION!!
Posted by spreegem on Sun, 23 Mar 2003 14:48:21 GMT
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expain that in detail please...How do i put it in commando also how do i put it in the level once it is in commando. Also how do i telkl if what i made is to big or to small.

Subject: G-MAX QUESTION!!
Posted by Sir Phoenixx on Sun, 23 Mar 2003 14:56:04 GMT

The Renegade Public Tools come with a bunch of sample models, like the mammoth and sniper rifle, just look through there for the type of model you're doing, Merge the sample model into your model, and scale your model to the size of the sample.

Subject: G-MAX QUESTION!!
Posted by spreegem on Sun, 23 Mar 2003 15:58:26 GMT

Does Gmax come with any textures??

Subject: G-MAX QUESTION!!
Posted by spreegem on Sun, 23 Mar 2003 16:02:54 GMT

The whole window that comes up is all grey on my com I cant do anything. The one when you press M is the one i'm talking about.

Subject: G-MAX QUESTION!!
Posted by General Havoc on Sun, 23 Mar 2003 16:06:32 GMT

You should be using RenX, the Renegade gamepack for Gmax. There are textures on the westwood FTP, the link is at http://www.westwood.ea.com.

_General Havoc

Subject: G-MAX QUESTION!!
Posted by spreegem on Sun, 23 Mar 2003 20:09:21 GMT

What is Westwood FTP??

Subject: G-MAX QUESTION!!
Posted by laeubi on Sun, 23 Mar 2003 20:16:15 GMT

http://ftp.westood.com

Subject: G-MAX QUESTION!!
Posted by Titan1x77 on Sun, 23 Mar 2003 21:56:27 GMT
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also when b4 you export go to the hammer tab then the w3d tools tab and check off your collision propertys(physical,camera,projectile)

Like general havoc said make sure you use renx not g-max

Subject: G-MAX QUESTION!!
Posted by spreegem on Sun, 23 Mar 2003 22:32:13 GMT
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 OK i am useing renx

Subject: G-MAX QUESTION!!
Posted by spreegem on Sun, 23 Mar 2003 22:47:12 GMT
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 How do i put what I made into my level once it is in commando??

Subject: G-MAX QUESTION!!
Posted by spreegem on Mon, 24 Mar 2003 22:52:23 GMT
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How do i combine everything together to form one object?? Also I am Done making the bunker, but the texture I put on does'nt look right here is a pic. Also I forgot to put in the slots for people to shoot from how would I add them??

Subject: G-MAX QUESTION!!
Posted by General Havoc on Mon, 24 Mar 2003 23:01:06 GMT
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To make the holed you will need to use boolean tool. Please do not aske about boolean because it's doing my head in how many times people have asked. Go to http://www.nodnl.net for 2 boolean tutorials. Also my bunkers are available in RenX format (gmax file for RenX) at http://modx.renevo.com/showthread.php?s=&threadid=129 . You can also look how i used UWV maps if you ungroup them in RenX.

_General Havoc

Subject: G-MAX QUESTION!!
Posted by spreegem on Mon, 24 Mar 2003 23:18:50 GMT
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I used the 18_03_pbox texture

Subject: G-MAX QUESTION!!
Posted by spreegem on Mon, 24 Mar 2003 23:21:55 GMT
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How do i put a picture of my gmax scene in my post??

Subject: G-MAX QUESTION!!
Posted by General Havoc on Mon, 24 Mar 2003 23:24:59 GMT
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upload it to n00bstories and out the image location in between these two tags. . Or directly link it to the image.

_General Havoc

Subject: G-MAX QUESTION!!
Posted by spreegem on Mon, 24 Mar 2003 23:38:56 GMT
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From the very beggining of everything explain in detail how I would put my bunker into commando. Then put it in the level I make. Also how i put a texture on, and also how do I shrink everything all at once cuz right now it is about 20x bigger than the WF. How do I combine all the geometry shapes together to form one so that i can texture all of it at one time???

Subject: G-MAX QUESTION!!
Posted by Sk8rRIMuk on Tue, 25 Mar 2003 00:20:14 GMT
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spreegem From the very beggining of everything explain in detail how I would put my bunker into commando. Then put it in the level I make. Also how i put a texture on, and also how do I shrink everything all at once cuz right now it is about 20x bigger than the WF. How do I combine all the geometry shapes together to form one so that i can texture all of it at one time???

You need a tutorial try this one:

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http://www.cncden.com/ren_map_tutorial.shtml

I belive that should help .

-Sk8rRIMuk

Subject: G-MAX QUESTION!!
Posted by Deafwasp on Tue, 25 Mar 2003 00:24:49 GMT
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heh tha tut ACK wrote! I have to shamelessly point out that I was Tolken.

Subject: G-MAX QUESTION!!
Posted by Sk8rRIMuk on Tue, 25 Mar 2003 00:53:40 GMT
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Deafwaspheh tha tut ACK wrote! I have to shamelessly point out that I was Tolken.

Wow that was you DeathWasp kool...

I am following this tutorial to develop a starting point for my modding is a damm sight better than westwoods tutorial.

-Sk8rRIMuk

Subject: G-MAX QUESTION!!
Posted by Captkurt on Tue, 25 Mar 2003 04:41:07 GMT
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Goto http://www.nodnl.net/ and get my tutorial "Texturing your map"