Subject: [skin]C&C Islands Tunnels + GenBlacky's Islands
Posted by Di3HardNL on Fri, 12 Dec 2008 18:27:14 GMT
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This is the first version and might contain some bugs. But since I don't have much time right now I will update this soon. +/- 1 month.

But I am still happy about the result

Video link to youtube ->
http://www.youtube.com/watch?v=V-Wh5P-UFqU

And here is the FIXED download link. Should work for everyone now.

http://files.filefront.com/Di3+Islands+Fixedrar/;12920636;/fileinfo.html

- - Use GenBlacky's Egypt Islands WITH my tunnels - -
Download this ->
   http://files.filefront.com/Di3+Tunnels+Egypt+Genblayrar/;12901962;/fileinfo.html

ENJOY.

Just a note ** If you want to use the original Islands tunnels again, simply delete all TGA/W3D Files that start with ISL_
Now you still have C&C_Islands and C&C_Islands2 in your data. Delete C&C_Islands and rename C&C_Islands2 to C&C_Islands.

Hey, I started new project on my own, I am changing the tunnels in C&C Islands. I think it would be fun to keep showing what i have made so far, and maybe people could give suggestions or put up some cool idea's

So far I have added all textures to the models. I am going to lightmap these tunnels also for cooler effects.

Here are some screenshots. I rendered them in 3ds Max so you can see clearly what i have done (in-game screenshots comes later).

Of course when its done I will release it, and it will be possible to play online with, whatever I add to it

Tunnels

Nod Entrance

GDI Entrance

Top View

Subject: Re: C&C Islands Islands Progress
Posted by Altzan on Fri, 12 Dec 2008 19:39:41 GMT
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I like it, very nice. Keep it up

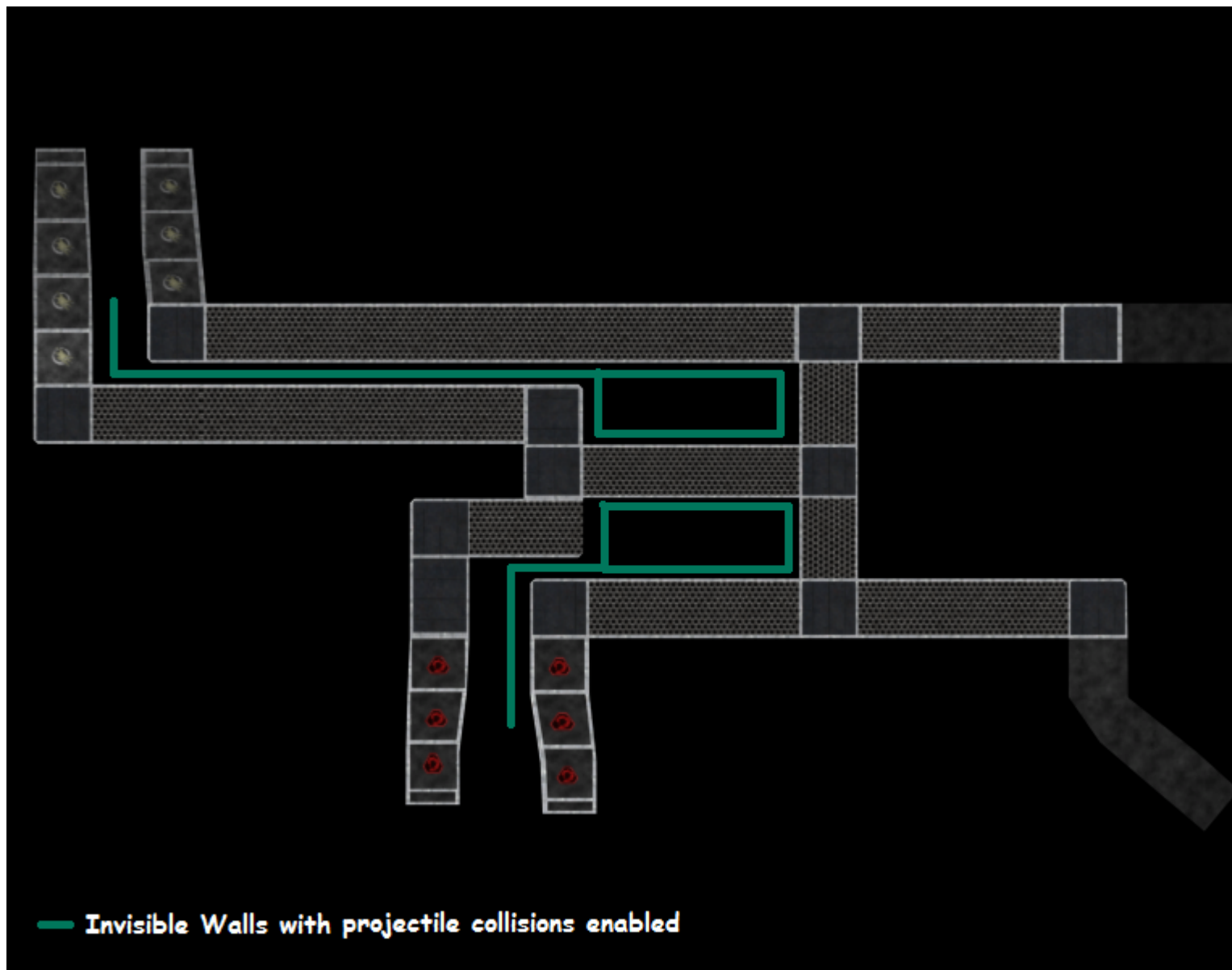## Subject: Re: C&C Islands Islands Progress
Posted by Jerad2142 on Fri, 12 Dec 2008 19:53:24 GMT
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Yes, very nice indeed, I'm assuming you have the file in renex, and if thats the case I would like to make a suggestion...

You can probably guess why...

File Attachments
1) just a suggestion.png, downloaded 1303 times

Invisible Walls with projectile collisions enabled

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Fri, 12 Dec 2008 19:56:30 GMT
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I know Jerad When I imported the w3d there is also a mesh called 'blockers' that will be invisible with projectile checked so dont worry

---

Subject: Re: C&C Islands Islands Progress
Posted by ErroR on Fri, 12 Dec 2008 19:57:05 GMT
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make a pit down there.. not necesarely tiberium and add the wind sound so it shows it's a deep pit (and make the logos look like they're inscribed in cement cuz i don't like them that way, sry)

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Fri, 12 Dec 2008 20:04:25 GMT
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ErroR wrote on Fri, 12 December 2008 13:57make a pit down there.. not necesarely tiberium and add the wind sound so it shows it's a deep pit (and make the logos look like they're inscribed in cement cuz i don't like them that way, sry)

Thanks for the ideas!, but what exactly do you mean with a 'pit' can you search a image of one on google or something and show it to me Or is it just the same as what i did in refinery interrior?

And with inscribed logo's you mean they are raising out of the ground?

Subject: Re: C&C Islands Islands Progress
Posted by ErroR on Fri, 12 Dec 2008 20:07:43 GMT
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hmm.. pit i meant for example this.
http://www.codinghorror.com/blog/images/a-deep-pit.jpg
and inscribed well, i mean like in hon and bar, cement color

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Fri, 12 Dec 2008 20:13:03 GMT
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ah like that! i can see what i can do and i just got a great idea for that pit.

i make it so it spits this kind of water.

like on this picture
 http://www.schoolplaten.com/nl-kleurplaat-kleurplaten-foto-eruptie-geiser-p8756. jpg

---

Subject: Re: C&C Islands Islands Progress
Posted by ErroR on Fri, 12 Dec 2008 20:18:18 GMT
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oky ^^

Subject: Re: C&C Islands Islands Progress
Posted by slosha on Fri, 12 Dec 2008 20:33:07 GMT
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uh oh, looks like blacky has some competition lol

nice job

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Fri, 12 Dec 2008 21:04:51 GMT
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that might be, but he pwns me in level edit

by the way, does anyone know where you can see in 3ds max how many polygons all your meshes together have?
if that is not possible how can i see it in w3dviewer

Subject: Re: C&C Islands Islands Progress
Posted by MGamer on Fri, 12 Dec 2008 21:08:05 GMT
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and what about some animated fishes and that stuff PLECOS

Subject: Re: C&C Islands Islands Progress
Posted by YazooGang on Fri, 12 Dec 2008 21:12:16 GMT
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thats just awesome

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Fri, 12 Dec 2008 21:14:03 GMT
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MGamer wrote on Fri, 12 December 2008 15:08and what about some animated fishes and that stuff PLECOS

lol! Killa had exactly the same idea, I'll see if i can make;) maybe some dead fishes that get spits out of the crater

---

Subject: Re: C&C Islands Islands Progress
Posted by ErroR on Fri, 12 Dec 2008 21:32:05 GMT
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bird flyover.. i always wanted that

Subject: Re: C&C Islands Islands Progress
Posted by samous on Fri, 12 Dec 2008 23:04:29 GMT
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btw, thats a gyser, not a pit di3, lol. never the less, good ideas.

Subject: Re: C&C Islands Islands Progress
Posted by Ethenal on Sat, 13 Dec 2008 04:09:19 GMT
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samous wrote on Fri, 12 December 2008 17:04btw, thats a gyser, not a pit di3, lol. never the less, good ideas.
He said it would be a pit shooting that kind of water, not an actual geyser.

Lern2read.

Subject: Re: C&C Islands Islands Progress
Posted by Genesis2001 on Sat, 13 Dec 2008 06:12:41 GMT
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Nice work Di3!

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Sat, 13 Dec 2008 12:38:07 GMT
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Allright I did some lightmapping for it. I dont know what to do for the water tho :/ and i will be adding the gyser anytime soon

Subject: Re: C&C Islands Islands Progress
Posted by Omar007 on Sat, 13 Dec 2008 12:41:26 GMT
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NICE

Subject: Re: C&C Islands Islands Progress
Posted by ErroR on Sat, 13 Dec 2008 12:43:19 GMT
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nice but make it a bit lighter and add some lamps

Subject: Re: C&C Islands Islands Progress
Posted by DutchNeon on Sat, 13 Dec 2008 13:56:20 GMT
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Ahh, why use Tiberium Wars and Reborn (Tiberian Sun) Logos for the factions (Nod and GDI), I
like the Tiberium Dawn / Renegade faction logos more for the factions, but that's just my opinion
Looks good though, especially the lightmapping with Red and Yellow

---

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Sat, 13 Dec 2008 14:03:43 GMT
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I googled those logo's, but when i serached for Tiberian Dawn logo's i got some better ones yes!

like this
http://tiberiandawn.com/pr/Blog_08/GDILogo.png
and this
http://media.moddb.com/images/mods/1/10/9011/70902.jpg

Subject: Re: C&C Islands Islands Progress
Posted by Ethenal on Sat, 13 Dec 2008 14:33:28 GMT
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That is some really nice work you have there.

Subject: Re: C&C Islands Islands Progress
Posted by LR01 on Sat, 13 Dec 2008 15:18:11 GMT

lighting is cool

Subject: Re: C&C Islands Islands Progress
Posted by DutchNeon on Sat, 13 Dec 2008 15:36:49 GMT

Logos from Tiberium Dawn are:

NOD

GDI

For some unknown reason, the black background turns into dark green...

http://i38.tinypic.com/w7g590.jpg

Subject: Re: C&C Islands Islands Progress
Posted by KobraOps on Sat, 13 Dec 2008 15:43:51 GMT

One of the greatest ps2 games is TimeSplitters 2 and this made me think of the map chasm and it might be good for renegade. Couldnt find an screen shots but heres a video (not best quality)

http://www.youtube.com/watch?v=nnd0d-CJj1o

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Sat, 13 Dec 2008 15:54:54 GMT

KobraOps wrote on Sat, 13 December 2008 09:43One of the greatest ps2 games is TimeSplitters 2 and this made me think of the map chasm and it might be good for renegade. Couldnt find an screen shots but heres a video (not best quality)

http://www.youtube.com/watch?v=nnd0d-CJj1o

I played timesplitters 2 on xbox that tunnel looks pretty much like mine does now

Subject: Re: C&C Islands Islands Progress
Posted by KobraOps on Sat, 13 Dec 2008 16:10:08 GMT
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Nice but the actual map chasm as a map of its own on renegade would be bad ass.

ps: i unlocked everything in the game but the map   Site(construction).

Subject: Re: C&C Islands Islands Progress
Posted by ErroR on Sat, 13 Dec 2008 18:18:30 GMT
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try adding a flyover script to this (it's ugly but if it's high in the sky noon can see it's uglyness)
http://www.turbosquid.com/FullPreview/Index.cfm/ID/243659

Subject: Re: C&C Islands Islands Progress
Posted by LiL KiLLa on Sat, 13 Dec 2008 19:01:50 GMT
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lol

Subject: Re: C&C Islands Islands Progress
Posted by Slave on Sun, 14 Dec 2008 02:11:11 GMT
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ftp://ftp.westwood.com/pub/cc1/previews/scrnshot/gdisymbl.gif

---

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Sun, 14 Dec 2008 12:23:20 GMT
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The link doesnt work for me for some reason, can you upload the logo on photobucket or
something? im curious about it

Subject: Re: C&C Islands Islands Progress
Posted by Ethenal on Sun, 14 Dec 2008 14:09:43 GMT
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That's the image Slave's link was pointing to.

File Attachments
1) gdisymbl.gif, downloaded 1357 times

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Tue, 16 Dec 2008 16:18:34 GMT
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Thanks, and im a having a little break of couple of days of rene modeling, because im busy for school,

So don't think i will stop working on it, it will be done soon

---

Subject: Re: C&C Islands Islands Progress
Posted by LiL KiLLa on Tue, 16 Dec 2008 17:46:36 GMT
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finally it´s tuesday!

Di3 got a new videocard!

Subject: Re: C&C Islands Islands Progress
Posted by ErroR on Tue, 16 Dec 2008 17:48:20 GMT
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Killaaaaa wrote on Tue, 16 December 2008 19:46finally it´s tuesday!

Di3 got a new videocard!
and my sound card broke   i'm so angry i wana brake it (i can't install the fuking driver it just disapears)

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Tue, 16 Dec 2008 18:35:14 GMT
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Yup i got a new video card Finally the newest scripts work for me =) and i can run UT3 now, for when Renegade X comes out.

Subject: Re: C&C Islands Islands Progress
Posted by LiL KiLLa on Tue, 16 Dec 2008 19:37:29 GMT
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lucky boy

lol error with your sound xD

i had the same problem

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Fri, 19 Dec 2008 15:40:46 GMT
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I finally find time to work on Islands again, I'll post in-game images/video this evening

---

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Fri, 19 Dec 2008 19:32:04 GMT
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Here are a couple of screenshots. I like playing with this online =)

Whats still left to do

- Add lamps to the ceiling

- Fix up the gyser (you can see a little hill in one of my screenshots, thats going to be the gyser)
- Add some fishes in the space between the water.
- Changing a couple of textures and lighting.

I don't know yet what else i should add, and I am looking for good looking tiles/floor texture to match up with this Islands.

Subject: Re: C&C Islands Islands Progress
Posted by ErroR on Fri, 19 Dec 2008 20:07:36 GMT
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aquarium ftw

Subject: Re: C&C Islands Islands Progress
Posted by LiL KiLLa on Fri, 19 Dec 2008 21:05:12 GMT
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lol i see a new graphic on your pics bud

yihaa xD and more fps

[good work]

Subject: Re: C&C Islands Islands Progress
Posted by _SSnipe_ on Fri, 19 Dec 2008 21:11:57 GMT
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Maybe add some boarder around the edges of where the glass turns corners cause it looks a little plain

---

Subject: Re: C&C Islands Islands Progress
Posted by anant on Fri, 19 Dec 2008 23:11:05 GMT
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looks a bit dim. Or is it just your brightness?

Subject: Re: C&C Islands Islands Progress
Posted by anant on Fri, 19 Dec 2008 23:13:01 GMT
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Also, sorry for double post. but can i get your fonts, but regular size for the top left chat. Thanks

Subject: Re: C&C Islands Islands Progress
Posted by Altzan on Fri, 19 Dec 2008 23:14:01 GMT
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That is sweeeet

I'd play Islands_Bots all day long with this!

Subject: Re: C&C Islands Islands Progress
Posted by Goztow on Mon, 22 Dec 2008 07:24:18 GMT
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I'm sorry but I prefer the original one. It just doesn't look right, IMO. Judging from the ss's, that is.

Subject: Re: C&C Islands Islands Progress
Posted by slosha on Mon, 22 Dec 2008 08:46:09 GMT
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i think it looks pretty good.. those emitters/skin (however you made it) from the floor look pretty nice. i like how each tunnel is color coded

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Mon, 22 Dec 2008 14:31:49 GMT
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Thanks for comments.

I have added some metal surface around the water. What do you think of it?

Subject: Re: C&C Islands Islands Progress
Posted by Goztow on Mon, 22 Dec 2008 14:39:48 GMT
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That's a nice touch!

Subject: Re: C&C Islands Islands Progress
Posted by ErroR on Mon, 22 Dec 2008 15:40:15 GMT
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u're really talented at this

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Tue, 23 Dec 2008 11:28:38 GMT
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I got a good idea yesterday to add to the tunnels.

I am going to add my own modeled/textured titanic ship (as a wreck)

Its very basic, because I don't want this to be a high poly since its just something to look at

Here is what it looks like right now

Subject: Re: C&C Islands Islands Progress
Posted by Altzan on Tue, 23 Dec 2008 17:23:19 GMT
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The Titanic could crash right next to the tunnels and the people fighting in the tunnels probably wouldn't even noice.

Titanic wreck would be a nice touch.

Subject: Re: C&C Islands Islands Progress
Posted by argathol3 on Thu, 25 Dec 2008 09:56:37 GMT
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beautiful...the metal surface is amazing and it brightens it up a bit

---

Subject: Re: C&C Islands Islands Progress

Posted by samous on Fri, 26 Dec 2008 01:31:02 GMT
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I saw you in-game on a server... You had changed the part here:

to glass or water, I forgot, and i think thats a really good touch. (Di3 told me he had changed that when we where in-game, plus he could see me when i was in there (there are unstuck commands i used to get on the other side)).

=samous

Post SS of that area PLZ

```
File Attachments
1) 2008-12-25_173021.png, downloaded 444 times
```

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Sat, 27 Dec 2008 15:07:07 GMT
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I reinstalled my PC, but the 3ds max w3d exporter doesnt work anymore :S

When i get it to work again i'll post ss

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Mon, 29 Dec 2008 19:48:19 GMT
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I've been working on the titanic alot now, but it isn't finished yet. Got a little sick of it:P But will finish after i added more stuff to the tunnels. I'will show a screenshot of it later when its done.

I have been searching for fish models on www.turbosquid.com but they were all to high poly (all 5000+ which is way to much)

I just searched for a side view of a fish on google. So by making a Sphere and editing it with the differnt tools i could allign the fish on the picture. and the texture i use is the google image to

Now I made a lowpoly version of it which is 236 polygons, But it looks way better when i apply TurboSmooth, but then its 948 poly's

Here are 2 screenshots,

Lowpoly ->

Highpoly ->

Subject: Re: C&C Islands Islands Progress
Posted by ArtyWh0re on Mon, 29 Dec 2008 20:43:35 GMT
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High poly one looks awsome

Subject: Re: C&C Islands Islands Progress
Posted by LR01 on Mon, 29 Dec 2008 20:55:18 GMT
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have you smoothed the materials on the low poly?

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Mon, 29 Dec 2008 20:57:56 GMT
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LR01 wrote on Mon, 29 December 2008 14:55have you smoothed the materials on the low poly?

Oh good that you say because i forgot doing that

You know if its possible to do the half amount of Turbosmooth? i want it a little more detailed but not to much.

Subject: Re: C&C Islands Islands Progress
Posted by LR01 on Tue, 30 Dec 2008 11:33:33 GMT
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Di3HardNL wrote on Mon, 29 December 2008 21:57LR01 wrote on Mon, 29 December 2008 14:55have you smoothed the materials on the low poly?

Oh good that you say because i forgot doing that

You know if its possible to do the half amount of Turbosmooth? i want it a little more detailed but not to much.

try converting to editable poly and use meshsmooth then you can do half

---

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Tue, 30 Dec 2008 15:47:24 GMT
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Allright thanks, but I see when I do a 0,5 smooth it does get more polygons but the fish looks a little deformed. I'll just use the lowpoly but i'll remember this option

---

Subject: Re: C&C Islands Islands Progress
Posted by dr3w2 on Thu, 01 Jan 2009 18:18:57 GMT
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Just wanted to say this is looking really nice, i like the lighting also. Can't wait to try it out

---

Subject: Re: C&C Islands Islands Progress
Posted by LR01 on Thu, 01 Jan 2009 18:37:42 GMT
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yea, any estimation on a release?

Subject: Re: C&C Islands Islands Progress
Posted by Di3HardNL on Fri, 02 Jan 2009 17:37:12 GMT
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Yes i know its taking a little long now   I just get bored sometimes when there are some bugs i need to fix.. I am currently working on C&C Field map But I think in my free days i get inspiration again to work on Islands, then I might finish it and release it!

Subject: Re: C&C Islands Islands Progress
Posted by ErroR on Fri, 02 Jan 2009 17:46:42 GMT
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Di3HardNL wrote on Fri, 02 January 2009 19:37Yes i know its taking a little long now   I just get bored sometimes when there are some bugs i need to fix.. I am currently working on C&C Field map But I think in my free days i get inspiration again to work on Islands, then I might finish it and release it!
make the water shallow and walkable thew also maybe make it day

---

Subject: Re: C&C Islands Islands Progress
Posted by LR01 on Fri, 02 Jan 2009 20:55:31 GMT
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ow, in that case, good luck finding inspiration

Subject: Re: C&C Islands Islands Progress
Posted by slosha on Fri, 02 Jan 2009 22:06:32 GMT
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Di3HardNL wrote on Fri, 02 January 2009 11:37Yes i know its taking a little long now   I just get bored sometimes when there are some bugs i need to fix.. I am currently working on C&C Field map But I think in my free days i get inspiration again to work on Islands, then I might finish it and release it!

i can't wait to play either one of them

Subject: Re: C&C Islands Islands Progress
Posted by samous on Sun, 04 Jan 2009 20:50:36 GMT
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2GLOCK9S wrote on Fri, 02 January 2009 14:06Di3HardNL wrote on Fri, 02 January 2009 11:37Yes i know its taking a little long now   I just get bored sometimes when there are some bugs i need to fix.. I am currently working on C&C Field map But I think in my free days i get inspiration again to work on Islands, then I might finish it and release it!

i can't wait to play either one of them
I agree, Di3 allways makes the best stuff

Subject: Re: RELEASE!! C&C Islands Islands
Posted by Di3HardNL on Mon, 05 Jan 2009 21:19:24 GMT
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Yo people, it has been released

check me first post

Subject: Re: RELEASE!! C&C Islands Islands
Posted by samous on Tue, 06 Jan 2009 00:57:56 GMT
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nice Crate, will you release it? 9or have alink to whee it is already made)

Subject: Re: RELEASE!! C&C Islands Islands
Posted by Altzan on Tue, 06 Jan 2009 02:00:27 GMT
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Very cool, I'm gonna check it out (maybe screenshot it and put it on my Xfire, with due credit
ofcourse).

Subject: Re: RELEASE!! C&C Islands Islands
Posted by anant on Tue, 06 Jan 2009 02:01:27 GMT
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Can you make it work with island Egypt? Just by changing the tuns?

Subject: Re: RELEASE!! C&C Islands Islands
Posted by Altzan on Tue, 06 Jan 2009 02:04:24 GMT
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Um....

File Attachments
1) ScreenShot01.png, downloaded 176 times

Subject: Re: RELEASE!! C&C Islands Islands
Posted by slosha on Tue, 06 Jan 2009 03:30:17 GMT
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nais

Subject: Re: RELEASE!! C&C Islands Islands
Posted by Di3HardNL on Tue, 06 Jan 2009 14:22:48 GMT
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If some terrain isn't showing up try download the C&C_Islands.THU file in my attachment in my

---

1ST Post of this topic.

EDIT.

Seems this file was already in the pack.. I have no idea what the problem could be..
It works fine for me so I don't get why it won't for somebody else

---

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by Altzan on Tue, 06 Jan 2009 14:48:21 GMT
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Well, it IS a large mod, editing the terrain itself, there would undoubtedly be some bugs...
I'll try deleting my .thu file and letting it generate a new one, see what that does.

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by Di3HardNL on Tue, 06 Jan 2009 14:55:38 GMT
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There could be some little bugs ofcourse, but on your screen there is no terrain at all

And I didnt add that much polygons
The original tunnels model size is 344 KB.
My tunnel model's size is 364 KB.

I did have to edit some presets in LE but they were automaticly saved in the .MIX I guess.
Because you don't need any objects.ddb.

But I'll try figure this out, because I feel bad that it doesn't work for you.

Is it ACTUALLY WORKING for ANYONE except me?

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by LR01 on Tue, 06 Jan 2009 15:19:39 GMT
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srry, no terrain

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by Omar007 on Tue, 06 Jan 2009 15:50:22 GMT
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Di3HardNL wrote on Tue, 06 January 2009 15:55...

I did have to edit some presets in LE but they were automaticly saved in the .MIX I guess.
Because you don't need any objects.ddb.

...

afaik as soon as you edit something inside the LE presets and save those changes (if you didn't
TEMP (transparent + button) them but ADD'ed (+ button) or changed them) you will have a
change in your OBJECTS.DDB that means you will have to supply that file too. By TEMP adding
another file will be created. Don't know the name atm haven't got LE installed

---

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by Di3HardNL on Tue, 06 Jan 2009 15:55:48 GMT
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I used TEMP for everything i added, also need to do this when you want it to work online.

Is it possible that something (preset) the map needs to show the terrain and that its path is in my
LE folder?

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by Reaver11 on Tue, 06 Jan 2009 16:11:37 GMT
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Islands use three terrain presets.
1. C&C_Map_Islands 0116 - includes
2. C&C_Map_Islands 0116 - terrain
3. C&C_Map_Islands 0116 - tunnels

You shouldnt adjust the items in these presets I think this information is also stored in the lsd file
of the map.

terrain\levels_multiplay\c&cmap_islands 0116\tunnels_lm.w3d
terrain\levels_multiplay\c&cmap_islands 0116\tunnels_lm.wlt

These are the current paths set for the preset. Instead of adjusting these save your tunnels as one
of these files and put them in the mix. Just let it work as a skin replacement. Any skins light data
will be supplied with the .w3d file and the .wlt file.

You can use any textures you want

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by Di3HardNL on Tue, 06 Jan 2009 16:32:57 GMT

I tried just editing the tunnels_lm before. But you can't rename or add any meshes if you want it to work without using LE.

Or do you mean to just save the w3d as that filename and then import it in LE?

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by Reaver11 on Tue, 06 Jan 2009 16:38:55 GMT

What you have to do is what all gun skinners do.

They make a totaly new gun lets take a m16. They create the gun rig it and afterwards they save it as f_gm_rifl etc

So create you terrain as you want and then save all the stuff as renegade does it for the tunnels as I posted above.

Then it should work.

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by YazooGang on Tue, 06 Jan 2009 17:39:23 GMT

Every thing works fine for me, the fish too
Its a really nice work there diehardnl.

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by ErroR on Tue, 06 Jan 2009 18:08:39 GMT

it's ONLY the tuns? you'll do the rest ?

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by ErroR on Tue, 06 Jan 2009 18:11:07 GMT

could you guys rescale your siggies, there a bit too big

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by Di3HardNL on Tue, 06 Jan 2009 18:20:35 GMT
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Its only the tunnels, I could do the rest, but Genblacky already made a egyptian version of it which alot people already use.

Got any ideas for other maps?

I could also redo the tunnels in other maps (like volcano or field)

UPDATE FIX!!

Missing terrain in Islands is now fixed. I used 2 .MIX. 1 for my tunnels and the other for the other terrain.

When I saved as 1 .MIX the terrain wouldn't show up. But when you add the original model/texture files of C&C Islands you will see it works! It also worked for crysis

DL link updated with ALL needed files in first post.

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by Altzan on Wed, 07 Jan 2009 00:09:47 GMT
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YOU WIN DI3

It works for me now, and it's freaking sweet, looks awesome!

I noticed the fish actually swims OUT of the tank a little bit, nothing major but it made me laugh

Now I'll always go into the tunnels and not help my team at all, lol.

Good Job mate

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by MrCookies on Wed, 07 Jan 2009 18:15:07 GMT
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surely thats not ment to happen?

would there be anyway to use Gen_Blackys egyptian with these tunnels?

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by Di3HardNL on Wed, 07 Jan 2009 18:38:15 GMT
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Seems like your Renegade can't find the lightmap files of the original renegade.

Tell me if its fixed when you put the files in which are in my link.

Unzip the .RAR, then not only copy the files WITHIN the map mp_islands_sun+.
BUT COPY the whole mp_islands_sun+ map to your data. I hope you understand what to do

http://files.filefront.com/mp+islands+sunrar/;12900942;/fileinfo.html

And I'll fix it so that you can use genblacky's islands to. Downloadlink of it will be up anytime soon.

Subject: Re: RELEASE - C&C Islands Tunnels
Posted by Di3HardNL on Wed, 07 Jan 2009 20:51:13 GMT
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I've managed to make my tunnels and GenBlacky's Islands work together.
It has been tested by some people and it should work for you all.
Downloadlink added in my very very first post.

Enjoy

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands
Posted by samous on Thu, 08 Jan 2009 01:36:41 GMT
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Nice man! I'll only use the files inside the map, but it is awsome what you can do!

(sry, when I hit the thumbs up, on my iPod (touch!) it does enter.)

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands
Posted by slosha on Thu, 08 Jan 2009 03:42:09 GMT
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OMFG!!!! the dowload i got with ur blacky islands fixed a skin problem i was having where it would show this strange skin.. thank you di3 for all you're great work.

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands

Posted by Gen_Blacky on Fri, 09 Jan 2009 18:30:33 GMT
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0_o cool

Edit found 2 things that should be fixed

http://img395.imageshack.us/img395/8458/screenshot13gd2.png

http://img296.imageshack.us/img296/3940/screenshot12vr1.png

2GLOCK9S wrote on Wed, 07 January 2009 21:42OMFG!!!! the dowload i got with ur blacky islands fixed a skin problem i was having where it would show this strange skin.. thank you di3 for all you're great work.

Where you using my islands before ?

___

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands
Posted by slosha on Sun, 11 Jan 2009 22:54:29 GMT
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thanks for taking the original islands out of the downloads!

-.-

i need the original one now... this is kind of upsetting :@

___

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands
Posted by slosha on Sun, 11 Jan 2009 22:58:39 GMT
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Gen_Blacky wrote on Fri, 09 January 2009 12:30
Where you using my islands before ?

yeah i opened a thread about it n u had no clue what was wrong

im goin back to original islands.. since i downloaded Di3 version, i've been experiencing problems since he didn't mix the skins into the islands.mix

___

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands
Posted by Gen_Blacky on Sun, 11 Jan 2009 23:35:23 GMT
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yea because the files are in the .mix and hs he put them in the data folder and there was some weird problem for some people.

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands
Posted by solidpro9 on Mon, 12 Jan 2009 00:00:54 GMT
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very nice work blacky. lolz first post.

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands
Posted by Di3HardNL on Mon, 12 Jan 2009 09:56:52 GMT
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I need to know how i can mix the TGA/DDS/W3d files in the .mix

then there will simply be 1 file, which is much easier for all of us. Blacky do you know how to do it?

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands
Posted by Gen_Blacky on Mon, 12 Jan 2009 10:11:34 GMT
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add them with xcc mixer and delete any files you want to replace and add them. don't use rengadeex it will mess up the file.

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands
Posted by Di3HardNL on Mon, 12 Jan 2009 10:48:29 GMT
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I know how to delete the files in XCCMixer, but how do you add files?

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands
Posted by saberhawk on Mon, 12 Jan 2009 10:55:07 GMT
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Di3HardNL wrote on Mon, 12 January 2009 04:48I know how to delete the files in XCCMixer, but how do you add files?

Drop them in.

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands
Posted by DL60 on Mon, 12 Jan 2009 11:16:56 GMT
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When you have your .lvl file open in Leveleditor go to:
Edit => Include Files

A window opens.
-Select "Level Specific"
-search file in "File Spec:"
-press "Add"-Button

Now this file will be included when you pack the .mix archive with LE afterwards.

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands
Posted by Di3HardNL on Mon, 12 Jan 2009 12:22:37 GMT
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Thanks Deathlink
Only I have 1 question, Since I edit some parts of original maps I am including the original files for the map, but there are also lightmap files,
They supposed to be inside a folder then I want to add the folder to the .MIX. How would I do that?

Thanks

Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands
Posted by Distrbd21 on Wed, 18 Nov 2009 18:17:17 GMT
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Bump   do u still got these?

Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands
Posted by Reaver11 on Wed, 18 Nov 2009 19:14:12 GMT
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No offence dude but do you have to bump three old topics?

You can also try pm'ing the owner of the file

Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands
Posted by Distrbd21 on Wed, 18 Nov 2009 19:37:53 GMT

Reaver11 wrote on Wed, 18 November 2009 13:14No offence dude but do you have to bump three old topics?

You can also try pm'ing the owner of the file
nah pm for jokers

Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands
Posted by Di3HardNL on Wed, 18 Nov 2009 21:21:43 GMT

You can't PM me because Goztow disabled them for me (has to do with sharing building bars)

I still have these files on my other PC which I will need to fix because that system is totally fucked.

Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands
Posted by Distrbd21 on Thu, 19 Nov 2009 01:06:14 GMT

Di3HardNL wrote on Wed, 18 November 2009 15:21You can't PM me because Goztow disabled them for me (has to do with sharing building bars)

I still have these files on my other PC which I will need to fix because that system is totally fucked.
do you have msn or xfire?

Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands
Posted by -Xv- on Thu, 19 Nov 2009 12:18:42 GMT

File Attachments
1) Di3_Islands_Fixed.rar, downloaded 132 times
2) Di3_Tunnels__Egypt_Genblay.rar, downloaded 115 times

Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands
Posted by Distrbd21 on Thu, 19 Nov 2009 18:10:10 GMT

-Xv- wrote on Thu, 19 November 2009 06:18

Your the man

Awesome work Di3