
Subject: Re: [Release] C&C_Islands Egypt
Posted by [Gen_Blacky](#) on Fri, 07 Nov 2008 18:37:07 GMT
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Di3HardNL wrote on Fri, 07 November 2008 08:34 Thanks blacky! This is what i wanted ^
I got 2 questions tho

I - Is it possible to change the lightmapping/lightning of the Islands tunnel and make it work
multiplayer internet?

II - Is it possible to add w3d objects or emitters to a map and make it work online?

#1 and #2 yea im sure you can you just import the map and re texture the whole map and add all
the emitters with renx or 3ds max and then set all the w3d properties backup. This is the correct
way to do it but takes a lot of time i just hex edited to change the textures so i didn't have to do
that. I will try doing it with hourglass since Westwood gave the gmax version of it and is already
set up.

do you have the g\3dsmax or gmax model of that tree

pawkyfox wrote on Fri, 07 November 2008 08:48 Don't forget to replace the palm trees with dates
tree! It will make the map more genuine looking. Dates trees grow in deserts.