
Subject: C&C_Grassland

Posted by [futura83](#) on Mon, 28 Aug 2006 14:47:40 GMT

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i'm creating a map called C&C_Grassland,, it's a map with bigger room for battles than the usual westwood maps.

i havnt finished the terrain yet, but i have made the terrain, and textured it, for the GDI base.

what do you think?

btw, the ref, wf, and barracks(and the nod equivilants) are the only buildings.

Subject: Re: C&C_Grassland

Posted by [escelade3](#) on Mon, 28 Aug 2006 15:37:31 GMT

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That doesn't give me a good view of what the map is going to look like.

Subject: Re: C&C_Grassland

Posted by [LR01](#) on Mon, 28 Aug 2006 15:53:48 GMT

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uhm...

this needs work, I don't like the uvw mapping.

(when you make maps big, mind the 300M limit)

Subject: Re: C&C_Grassland

Posted by [futura83](#) on Mon, 28 Aug 2006 16:06:11 GMT

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whats wrong with the UVW mapping?

and how can i improve?

NOD's base is a bit smaller than GDI's:

Subject: Re: C&C_Grassland
Posted by [LR01](#) on Mon, 28 Aug 2006 16:07:48 GMT
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The cliffs, what numbers do you use?

Subject: Re: C&C_Grassland
Posted by [futura83](#) on Mon, 28 Aug 2006 16:11:47 GMT
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5 width, 5 length

Subject: Re: C&C_Grassland
Posted by [LR01](#) on Mon, 28 Aug 2006 16:35:02 GMT
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desing looks nice I think, I only think it looks fake now, but you probly already wanted to make some background terrain, cuz that makes a big different

(did you use plane or box by the uvw?)

Subject: Re: C&C_Grassland
Posted by [futura83](#) on Mon, 28 Aug 2006 16:38:12 GMT
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you mostly wont be able to see past the mountains.

NOD's base dosnt have all mountains surrondind it; on one side, it leads to the sea, sorat like in under

i am yet to do the field, but will get round to it.

i will hope to have a beta out tommorrow.

Subject: Re: C&C_Grassland
Posted by [LR01](#) on Mon, 28 Aug 2006 16:39:04 GMT
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I would love to test maps

Subject: Re: C&C_Grassland
Posted by [futura83](#) on Mon, 28 Aug 2006 16:47:40 GMT
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ill put the beta on my site as soon as it's done

Subject: Re: C&C_Grassland
Posted by [Kamuix](#) on Mon, 28 Aug 2006 17:15:03 GMT
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And all the time i've had to Gmax/Renx, i never figured out how to Alpha texture or whatever you call it.

Subject: Re: C&C_Grassland
Posted by [jnz](#) on Mon, 28 Aug 2006 18:58:47 GMT
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andy, make sure you dont slide everywhere this time. like on that deathmatch you created.

Subject: Re: C&C_Grassland
Posted by [futura83](#) on Mon, 28 Aug 2006 19:55:33 GMT
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well, the terrain part of the map is done - all i have to do now is the leveledit part.

i'll do that tommorrow

Subject: Re: C&C_Grassland
Posted by [Ma1kel](#) on Mon, 28 Aug 2006 20:30:44 GMT
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I advise you remove the Refinerys and add Silos instead, your Nod Refinery is in the middle of the base, making depending of your map layout, B2B very easy.

Subject: Re: C&C_Grassland
Posted by [futura83](#) on Mon, 28 Aug 2006 20:36:07 GMT
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will do.

btw, does the silo controller need an extra script to it or will it automatically bring in creds?

Subject: Re: C&C_Grassland
Posted by [Ma1kel](#) on Mon, 28 Aug 2006 20:37:35 GMT
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I'm not sure, but the RenHelp website has a tutorial about this.

Subject: Re: C&C_Grassland
Posted by [futura83](#) on Mon, 28 Aug 2006 20:50:43 GMT
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never mind; ive just rearranged the bases so that the you cant B2B the refinery. unfortunately, this has made them further away from the tiberium.

Subject: Re: C&C_Grassland
Posted by [futura83](#) on Mon, 28 Aug 2006 21:01:05 GMT
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bloody great(!) now it dosnt load up in commando edit. i have no idea what is wrong with it.

here is the .gmax file: http://futuramaparty.com/CnC_Grassland.gmax

btw, here is what shows up at the log thing:

```
ssland\tiles\building aggregates - multiplayer\mp - gdi refinery\E_FLARE5.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\E_FLARE5.W3D
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gdi refinery\E_19_REFSPRK1.W3D
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nod refinery\mnref_int_n+\0.tga
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nod refinery\mnref_int_n+\1.tga
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tiles_multiplay\ref_wall.tga
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AnimCollisionManagerClass::Internal_Set_Animation("MNREF_MCT.MNREF_MCT")
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multiplay\com-monitor01.tga

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gdi weapons factory\mgwep_int_n02+\0.tga
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gdi weapons factory\hnd_ceiling.tga
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tiles_multiplay\hnd_ceiling.tga
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gdi weapons factory\qht-door.tga
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multiplay\MGWEP_MCT.W3D
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AnimCollisionManagerClass::Internal_Set_Animation("MGWEP_MCT.MGWEP_MCT")
Unable to split node! objcount = 3. (576.21,380.05,1.55)
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factory\gd_top2.tga
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factory\E_V-ARC2.W3D
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multiplay\E_19_NEWEXP4.W3D
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nod air tower\mnatr_int_n+\0.tga
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nod air tower\ref_barrel.tga
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multiplay\MNATR_MCT.W3D
FAILED TO FIND ANIM IN
AnimCollisionManagerClass::Internal_Set_Animation("MNATR_MCT.MNATR_MCT")
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nod air tower\ob_clr_arw.tga
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Unable to split node! objcount = 3. (568.89,415.10,5.71)
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gdi barracks\MGBAR_MCT.W3D
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FAILED TO FIND ANIM IN
AnimCollisionManagerClass::Internal_Set_Animation("MGBAR_MCT.MGBAR_MCT")
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hand of nod\hnd_wall01.tga
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hand of nod\ref_ramp.tga

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tiles_multiplay\ref_ramp.tga
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hand of nod\MNHND_MCT.W3D
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FAILED TO FIND ANIM IN
AnimCollisionManagerClass::Internal_Set_Animation("MNHND_MCT.MNHND_MCT")
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TimeManager::Update: warning, frame 36924 was slow (9049 ms)
TimeManager::Update: warning, frame 36994 was slow (188526 ms)
TimeManager::Update: warning, frame 36995 was slow (9568 ms)
TimeManager::Update: warning, frame 37016 was slow (8952 ms)
TimeManager::Update: warning, frame 37023 was slow (22122 ms)
TimeManager::Update: warning, frame 37024 was slow (2090 ms)

Subject: Re: C&C_Grassland
Posted by [Zion](#) on Mon, 28 Aug 2006 21:23:32 GMT

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I got this prob whilst aggregating the Soviet Barracks for Apoc Rising. It seems to be, that the buildings call boxes are calling for something it can't find, make sure that w3d (with CORRECT name) is in the presets tree or delete that call box.

From the error, this is what's causing the problem:

```
FAILED TO FIND ANIM IN  
AnimCollisionManagerClass::Internal_Set_Animation("MNREF_MCT.MNREF_MCT")
```

Unable to find preset for placeholder MNREF_AG_3N.

```
FAILED TO FIND ANIM IN  
AnimCollisionManagerClass::Internal_Set_Animation("MGWEP_MCT.MGWEP_MCT")
```

```
FAILED TO FIND ANIM IN  
AnimCollisionManagerClass::Internal_Set_Animation("MNATR_MCT.MNATR_MCT")
```

Unable to find preset for placeholder MNATR_AG_3N.

```
FAILED TO FIND ANIM IN  
AnimCollisionManagerClass::Internal_Set_Animation("MGBAR_MCT.MGBAR_MCT")
```

```
FAILED TO FIND ANIM IN  
AnimCollisionManagerClass::Internal_Set_Animation("MNHND_MCT.MNHND_MCT")
```

I would recommend finding these call boxes (press H in Gmax/Renx) and finding what preset they use.

Subject: Re: C&C_Grassland
Posted by [futura83](#) on Mon, 28 Aug 2006 21:31:45 GMT
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i didnt edit any of them at all so it should work fine.

Subject: Re: C&C_Grassland
Posted by [YSLMuffins](#) on Mon, 28 Aug 2006 23:00:58 GMT
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You did export it as terrain, right? Did your Level edit directory change somehow? Preset directory in level edit get corrupted? You somehow overwrite the w3d file in your folder accidently?

If a preset doesn't exist when the terrain w3d calls for it, that shouldn't stop Level edit from loading

the entire model as far as I know.

Subject: Re: C&C_Grassland
Posted by [Zion](#) on Tue, 29 Aug 2006 13:31:03 GMT
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It did with mine when the call boxes called for a preset that didn't exist (my custom doors). After i added them into the TILES preset branch as "door phys" it called for them and they mapped.

Subject: Re: C&C_Grassland
Posted by [futura83](#) on Tue, 29 Aug 2006 14:08:09 GMT
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this is PISSING me off now! i didnt do anything that could have possibly fucked that map up.

it worked fine, then i followed someones advice and changed the refinery to silos, tried to export it, and it didnt export, so i put the ref's back in a rearranged both bases. exported it, it went fine. tried to load it in level edot but the shitty little editor cant load it up. why?

Subject: Re: C&C_Grassland
Posted by [LR01](#) on Tue, 29 Aug 2006 16:11:05 GMT
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Now tell me, what is the problem?

Subject: Re: C&C_Grassland
Posted by [futura83](#) on Tue, 29 Aug 2006 17:40:49 GMT
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probably my computer.

i get this:

```
TimeManager::Update: warning, frame 22 was slow (13693 ms)
TimeManager::Update: warning, frame 24 was slow (2419 ms)
```

edit: never mind, it was cos i wasnt looking around level edit enough

Subject: Re: C&C_Grassland
Posted by [LR01](#) on Tue, 29 Aug 2006 18:05:29 GMT
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that can happen to every1, you terrain wasn't at 0,0,0

Subject: Re: C&C_Grassland
Posted by [futura83](#) on Thu, 31 Aug 2006 20:45:55 GMT
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right, here it is:

File Attachments

1) [C&C_Grassland.zip](#), downloaded 191 times

Subject: Re: C&C_Grassland
Posted by [futura83](#) on Fri, 01 Sep 2006 16:08:17 GMT
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no-one wants to comment?

Subject: Re: C&C_Grassland
Posted by [LR01](#) on Fri, 01 Sep 2006 16:20:16 GMT
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Yes, yes I'm busy, I look at it now, (same time as my map)

Well, needs work as you know, there are gaps, and there is a piece of Tiberium that doesn't belong there, as for the Tiberiumfield, its a little simple, try to make some height, and Tiberium cristals are always nice,

make a nice background,

a little balance, (this is renegade to but) when I enter the Nod base I can get in any building I want, when I'm Nod I get shot with infantry and light armor in a few seconds,

Subject: Re: C&C_Grassland

Posted by [Halo38](#) on Fri, 01 Sep 2006 17:15:55 GMT

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the17doctor wrote on Fri, 01 September 2006 12:08no-one wants to comment?

missing hill texture

can't drive vehicles in to tunnel

can fall off map all over the place

players can walk over hills

It's a good idea to test your maps yourself things like the above are kinda obvious

+ go to Edit--> background settings in LE and play around with 'sky' and 'weather' settings (not too much precipitation though)

+ go to Lighting -->Edit Sunlight... and experiment with colour/intensity

+ go to Lighting -->Ambient light... and experiment with colour/intensity

+ go here --> <http://www.renegadeforums.com/index.php?t=msg&th=21090&a mp;a mp;a mp;a mp;start=0&rid=170> for inspiration i'll also be adding some advice on general detailing of maps in a few days (tunnels backgrounds etc...)
