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Subject: C&C Creekdale Final!

Posted by [Ozzz](#) on Sun, 22 Oct 2006 18:23:31 GMT

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A new Map is born for Renegade and here is the Final Version of it.

We hope u like the Map and play it on few Servers.

[http://www.trauti.de/inetfiles/cccreekdalefly\\_v1.0.zip](http://www.trauti.de/inetfiles/cccreekdalefly_v1.0.zip)

For more Info or tell us for a bug visit [www.ut-ccr.de](http://www.ut-ccr.de)

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### File Attachments

1) [capture\\_09222006\\_190619.jpg](#), downloaded 646 times

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Subject: Re: C&C Creekdale Final!  
Posted by [Spice](#) on Sun, 22 Oct 2006 19:13:49 GMT  
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This is a pretty map. I like it. Very impressive.

There are screenshots in the archive.

I did a quick play test, I noticed two missing textures.

There you're missing the hedgehog texture.

Here the texture on the inside of the silo is missing and also looks like the aggregate for it isn't appearing. Missing W3D maybe.

I didn't want to register on your forums to point those two things out. Otherwise, nice map. 4/5

#### File Attachments

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1) [ScreenShot09.jpg](#), downloaded 861 times





2) [ScreenShot10.jpg](#), downloaded 857 times





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Subject: Re: C&C Creekdale Final!  
Posted by [R315r4z0r](#) on Sun, 22 Oct 2006 22:14:54 GMT  
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I love the map, it is really cool. I like that little village thing. And the water texture. And the waterfall.

And another thing, I am not missing those textures, I have them.

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Subject: Re: C&C Creekdale Final!  
Posted by [Ryu](#) on Sun, 22 Oct 2006 23:21:24 GMT  
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Look's Nice from the screenshot's!

I will give it a whirl in a min

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Subject: Re: C&C Creekdale Final!  
Posted by [Ozzz](#) on Mon, 23 Oct 2006 10:05:26 GMT  
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I can't find any missing Textures on the map.

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Subject: Re: C&C Creekdale Final!  
Posted by [Spice](#) on Mon, 23 Oct 2006 13:53:02 GMT  
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You need to get the texture files used on those two objects and place them in your editors cache then re-export the map.

The textures are probably in other maps you have in your data folder. Eitherway, just go into gmax and open the material editor on those those objects so you know what the textures are then do as above.

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Subject: Re: C&C Creekdale Final!  
Posted by [DL60](#) on Mon, 23 Oct 2006 16:24:22 GMT  
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Damn! I forgot to add the silo-aggregates.

But the thing with the missing texture is strange. I thought I fixed the problem because I added the needed texture....

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Subject: Re: C&C Creekdale Final!  
Posted by [Alkaline](#) on Tue, 24 Oct 2006 04:30:43 GMT  
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Hi,

Can you please upload it to our site:  
<http://unrules.com/FileSharing/tabid/63/Default.aspx>

this should give you a fast mirror for downloads

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Subject: Re: C&C Creekdale Final!  
Posted by [Halo38](#) on Tue, 24 Oct 2006 19:28:15 GMT  
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I maybe mistaken but if those hedeohgs are the ones that were made for warpath and use the same texture you can download DM\_Utah and you will have them

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Subject: Re: C&C Creekdale Final!  
Posted by [Ozzz](#) on Wed, 25 Oct 2006 16:02:08 GMT  
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Hmmm,when u have one of the CP2 Maps the Textureproblem is fixed,it's not a strange Problem then!

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Subject: Re: C&C Creekdale Final!  
Posted by [DL60](#) on Wed, 25 Oct 2006 18:48:51 GMT  
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@Alkaline: okay I'm goin to upload the map tomorrow. (to tired for this now)

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