Subject: [Release] C&C_Islands Egypt
Posted by Gen_Blacky on Fri, 07 Nov 2008 02:18:35 GMT
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Here is my Egypt map for islands I am Finally releasing this as is, people can change it how they want. I have been working on other maps but not much progress so far. Have fun

http://i253.photobucket.com/albums/hh48/Gen_Blacky/ScreenShot12.png

http://i253.photobucket.com/albums/hh48/Gen_Blacky/ScreenShot11.png

http://i253.photobucket.com/albums/hh48/Gen_Blacky/ScreenShot10.png

http://i253.photobucket.com/albums/hh48/Gen_Blacky/ScreenShot09.png

C&C_Islands.mix Egypt

What It Does

This mod changes all of the texture's names in c&c_islands.mix. You can change change the maps's skins without affecting other maps. This is used for mutiplayer.

Installation

Backup your C&C_Islands.mix and then replace with mine

C:\Westwood\Renegade\Data\C&C_Islands.mix

Changing the skin

(Skin names not up to date check .w3d for names)

For those who want to change the skins here is a list of skins, just put the renamed skins in data folder.

C:\Westwood\Renegade\Data\

Skin's Not in Always.dat (Not Renamed) Originally in .mix
----
bunkr.dds
grn2.dds
grn_rck2.dds
grnd1.dds

l01-concrete01.dds
mtn.dds
water_caustic_gridmike.dds
wtr1.dds
wallbase.dds renamed to (w4llbase.dds)
nod_mnt05.dds
snd.dds

Skins Renamed From Always.dat

Mp_Islands --------------------

l03_cann02.dds to l03_cann03.dds
l03_lvrock.dds to B03_lvrock.dds
l03_lvtree.dds to B03_lvtree.dds
ref_ramp.dds   to refbramp.dds
l03_bushes.dds to B03_bushes.dds
gd_metl.dds   to bd_metl.dds
gdi_base.dds   to bdi_base.dds
gdi_cmnt.dds   to bdi_cmnt.dds
gdi_con.dds   to bdi_con.dds
gdi_slt.dds   to bdi_slt.dds
gdi_trim.dds   to bdi_trim.dds
ref_roll.dds   to refbroll.dds
ref_side.dds   to refbside.dds
ref_win4.dds   to refbwin4.dds
ref_corg.dds   to refbcorg.dds
ref_nodlogo.dds to refbnodlogo.dds
ref_pipe.dds   to refbpipe.dds
rep_glow.dds   to repbglow.dds
ref_cemnt.dds   to refbcemnt.dds
ref_red.dds   to refbred.dds
ref_gdilogo.dds to refbgdilogo.dds
ref_nodlogo.dds to refbnodlogo.dds
razorw.dds   to razorb.dds
pwr_red.dds   to pwrbred.dds
pwr_mtl_beam01.dds to pwrrmtl_beam01.dds
ref_reflect2.dds to refbreflect2.dds
pwr_base.dds   to pwrbbase.dds
ob_ribs.dds   to obbribs.dds
atr_metal.dds   to btr_metal.dds
gd_flor.dds   to bd_flor.dds
stp_arrow.dds   to btp_arrow.dds
hnd_window.dds to hndbwindow.dds
hnd_grill.dds   to hndbgrill.dds
hnd_cndt.dds   to hndbcndt.dds
hnd_globe.dds   to hndbglobe.dds

hpad_bolt.dds   to hpadbbolt.dds

Island Tunnels ----------------------

l01-concrete01.dds to b01-concrete01.dds
l10_alienmtl.dds   to b10_alienmtl.dds
lv8_djam.dds   to bv8_djam.dds
wallbase.dds   to w4llbase.dds
ref_ramp.dds   to ref_r4mp.dds
stp_tarmak.tga   to btp_tarmak.tga
water_caustic_gridmike.dds (not renamed)

Credits to Blacky aka Hash

http://files.filefront.com/CC+Islands+Egypt+V12zip/;12275708;/fileinfo.html

---

Subject: Re: [Release] C&C_Islands Egypt
Posted by _SSnipe_ on Fri, 07 Nov 2008 02:27:09 GMT
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Really cool man.

Subject: Re: [Release] C&C_Islands Egypt
Posted by C C_guy on Fri, 07 Nov 2008 03:22:26 GMT
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Thanks man good stuff, i will finish it and add it to my map pack on my server.

Thanks again.

Subject: Re: [Release] C&C_Islands Egypt
Posted by anant on Fri, 07 Nov 2008 05:14:27 GMT
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can u give me tuns and builigns, did not work

Subject: Re: [Release] C&C_Islands Egypt
Posted by Feetseek on Fri, 07 Nov 2008 05:57:25 GMT
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I like the tunnels

Subject: Re: [Release] C&C_Islands Egypt
Posted by zunnie on Fri, 07 Nov 2008 06:20:11 GMT
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Added it to Game-Maps.NET now:
http://ren.game-maps.net/index.php?action=file&id=1282

Very nice work, i'm gonna use it, the original Islands got bored after 6 years lol

Thanks for this

I took some screenshots myself too with all settings on high and anti-aliasing enabled:
http://www.game-maps.net/downloads/renegade/maps/screens/cnc_islands_egypt_1.png
http://www.game-maps.net/downloads/renegade/maps/screens/cnc_islands_egypt_2.png
http://www.game-maps.net/downloads/renegade/maps/screens/cnc_islands_egypt_3.png
http://www.game-maps.net/downloads/renegade/maps/screens/cnc_islands_egypt_4.png

edit: I'm not gonna add this to the UberMapPack though, it is a modification to an original map.

Subject: Re: [Release] C&C_Islands Egypt
Posted by _SSnipe_ on Fri, 07 Nov 2008 08:10:20 GMT
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zunnie wrote on Thu, 06 November 2008 22:20Added it to Game-Maps.NET now:
http://ren.game-maps.net/index.php?action=file&id=1282

Very nice work, i'm gonna use it, the original Islands got bored after 6 years lol

Thanks for this

I took some screenshots myself too with all settings on high and anti-aliasing enabled:
http://www.game-maps.net/downloads/renegade/maps/screens/cnc_islands_egypt_1.png
http://www.game-maps.net/downloads/renegade/maps/screens/cnc_islands_egypt_2.png
http://www.game-maps.net/downloads/renegade/maps/screens/cnc_islands_egypt_3.png
http://www.game-maps.net/downloads/renegade/maps/screens/cnc_islands_egypt_4.png

edit: I'm not gonna add this to the UberMapPack though, it is a modification to an original map.
Damn 8 years on crappy pc never saw ren so fucking high graphics

Subject: Re: [Release] C&C_Islands Egypt
Posted by Di3HardNL on Fri, 07 Nov 2008 14:34:13 GMT
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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?

Subject: Re: [Release] C&C_Islands Egypt
Posted by Starbuzzz on Fri, 07 Nov 2008 14:48:12 GMT
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Don't forget to replace the palm trees with dates tree! It will make the map more genuine looking. Dates trees grow in deserts.

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 08:34Thanks 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 08:48Don't forget to replace the palm trees with dates tree! It will make the map more genuine looking. Dates trees grow in deserts.

Subject: Re: [Release] C&C_Islands Egypt
Posted by mrÃ£Ã§Ä·z on Fri, 07 Nov 2008 20:58:48 GMT
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I always wanted to Edit Maps, but always got a Script Error by loading the Maps on 3DS Max, so i need RenX for Editing these maps ? i got a cool idea

---

Subject: Re: [Release] C&C_Islands Egypt
Posted by Gen_Blacky on Sat, 08 Nov 2008 05:55:45 GMT
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depends on what you want to do you can add emitters and stuff and other models in le and still work for multiplayer that map just needs to contain the models and textures

---

Subject: Re: [Release] C&C_Islands Egypt
Posted by zunnie on Sat, 08 Nov 2008 10:42:34 GMT
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Well i really like this, i hope you will do the other maps too.
An Egyptian Maps mappack would be nice ^^

Subject: Re: [Release] C&C_Islands Egypt
Posted by Di3HardNL on Sat, 08 Nov 2008 11:12:14 GMT
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I am re-doing maps to now i know how to do it every map its own theme. i got good idea's for C&C Volcano

---

Subject: Re: [Release] C&C_Islands Egypt
Posted by mrÃ£Ã§Ä·z on Sat, 08 Nov 2008 11:15:58 GMT
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Cool thats my 2010´th Post

Subject: Re: [Release] C&C_Islands Egypt
Posted by ErroR on Sat, 08 Nov 2008 12:49:47 GMT
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madrackz wrote on Sat, 08 November 2008 13:15Cool thats my 2010´th Post
awesome

Subject: Re: [Release] C&C_Islands Egypt
Posted by Ethenal on Sat, 08 Nov 2008 16:58:56 GMT
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That's pretty badass.

Subject: Re: [Release] C&C_Islands Egypt
Posted by Starbuzzz on Sat, 08 Nov 2008 17:23:59 GMT
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I will find that tree.

Subject: Re: [Release] C&C_Islands Egypt
Posted by anant on Sat, 08 Nov 2008 19:39:07 GMT
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one problem
onlien my wokrs, used game-maps.net
heres 1 problem tho
on a diff map that is, for all other maps

File Attachments
1) ref.bmp, downloaded 581 times

Subject: Re: [Release] C&C_Islands Egypt
Posted by Di3HardNL on Sat, 08 Nov 2008 20:16:25 GMT
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its the file ref_roll.dds it looks cool with islands theme, but on other maps not   i think Blacky forgot
to set other texture for it.

Subject: Re: [Release] C&C_Islands Egypt

Posted by Gen_Blacky on Sat, 08 Nov 2008 21:29:58 GMT

you must be using the old version because ref_roll.dds isn't even in the .mix , i had a glitch with changing the name of ref_roll so i removed it. I don't see that when i play other maps.

Edit: by chance are you using rxd or some other ren mod

File Attachments
1) k.jpg, downloaded 449 times

Subject: Re: [Release] C&C_Islands Egypt
Posted by zunnie on Sat, 08 Nov 2008 23:21:24 GMT
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anant wrote on Sat, 08 November 2008 14:39one problem
onlien my wokrs, used game-maps.net
heres 1 problem tho
on a diff map that is, for all other maps

I think you are tring to hint Gen_Blacky should make the same
mod for other maps

Nah, jk, i have the same "problem" on other maps the ref roll thing
is in egyptian style too, i dont care much though.

Subject: Re: [Release] C&C_Islands Egypt
Posted by Gen_Blacky on Sun, 09 Nov 2008 00:39:55 GMT
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zunnie wrote on Sat, 08 November 2008 17:21anant wrote on Sat, 08 November 2008 14:39one
problem
onlien my wokrs, used game-maps.net
heres 1 problem tho
on a diff map that is, for all other maps

I think you are tring to hint Gen_Blacky should make the same
mod for other maps

Nah, jk, i have the same "problem" on other maps the ref roll thing
is in egyptian style too, i dont care much though.

Really weird try this version.

http://www.yousendit.com/download/Y2o4bGtEVEhIM1R2Wmc9PQ

Let me know if it fixes it or causes any other problems.

Subject: Re: [Release] C&C_Islands Egypt
Posted by anant on Sun, 09 Nov 2008 23:51:01 GMT
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will do, thanks
Are you gonna do any others?

VOLCANO would be sweet

Subject: Re: [Release] C&C_Islands Egypt
Posted by Gen_Blacky on Mon, 10 Nov 2008 00:26:25 GMT
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Di3HardNL and i are working on some other maps so hopefully we will have more soon.

Subject: Re: [Release] C&C_Islands Egypt
Posted by anant on Mon, 10 Nov 2008 01:15:52 GMT
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score!

Subject: Re: [Release] C&C_Islands Egypt
Posted by mrÃ£Ã§Ä·z on Tue, 11 Nov 2008 19:47:10 GMT
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i added some trees bu they wont show up online

Subject: Re: [Release] C&C_Islands Egypt
Posted by samous on Tue, 11 Nov 2008 19:52:16 GMT
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Subject: Re: [Release] C&C_Islands Egypt
Posted by MGamer on Tue, 11 Nov 2008 19:54:27 GMT
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samous wrote on Tue, 11 November 2008 13:52

Subject: Re: [Release] C&C_Islands Egypt
Posted by samous on Tue, 11 Nov 2008 20:51:40 GMT
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lol   u used my stuff...

HoW DArE YoU!?!?!!

(jk, lol)

Subject: Re: [Release] C&C_Islands Egypt
Posted by MGamer on Tue, 11 Nov 2008 21:07:21 GMT
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samous wrote on Tue, 11 November 2008 14:51lol   u used my stuff...

HoW DArE YoU!?!?!!

(jk, lol)
lets just... stop spaming

Subject: Re: [Release] C&C_Islands Egypt
Posted by Di3HardNL on Tue, 11 Nov 2008 21:08:52 GMT
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madrackz wrote on Tue, 11 November 2008 13:47i added some trees bu they wont show up online

if you are editing C&C Islands first rename C&C_Islands.mix to C&C_Islands2.mix but keep it in data. Then in leveledit where you added the tree to the map export it to C&C_Islands.mix. I do it that way and it works online

I am redoing the map C&C Volcano in Renx by the way. ^^ It takes alot time, since you will have to redo all textures. But its quite fun. also when you edit it in renx you can change the building exterriors. check out my HON hand

File Attachments
1) Screenshot Volcano.PNG, downloaded 305 times

Subject: Re: [Release] C&C_Islands Egypt
Posted by anant on Tue, 11 Nov 2008 21:21:10 GMT
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di3! thats sick!
can u post the HON ball and hand thing please
also
can u post the AIR BUILDING not the runway
thanks

Subject: Re: [Release] C&C_Islands Egypt

Posted by mrÃ£Ã§Ä·z on Tue, 11 Nov 2008 21:26:33 GMT

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Dont work my renegade always crash on LAN, and on multiplayer it wont show any new objects

Subject: Re: [Release] C&C_Islands Egypt
Posted by Gen_Blacky on Tue, 11 Nov 2008 23:21:53 GMT

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Di3HardNL wrote on Tue, 11 November 2008 15:08madrackz wrote on Tue, 11 November 2008 13:47i added some trees bu they wont show up online

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at least your doing it the correct way by using renx , lmao nice tib tree

Subject: Re: [Release] C&C_Islands Egypt
Posted by Starbuzzz on Tue, 11 Nov 2008 23:44:57 GMT

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Di3HardNL wrote on Tue, 11 November 2008 15:08madrackz wrote on Tue, 11 November 2008 13:47i added some trees bu they wont show up online

if you are editing C&C Islands first rename C&C_Islands.mix to C&C_Islands2.mix but keep it in data. Then in leveledit where you added the tree to the map export it to C&C_Islands.mix. I do it that way and it works online

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lol nice HON...

looks like Yuri's Trannsylania castle!

Subject: Re: [Release] C&C_Islands Egypt
Posted by samous on Wed, 12 Nov 2008 00:03:02 GMT

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i like your HON hand, |vv|

_____ >

Subject: Re: [Release] C&C_Islands Egypt
Posted by slosha on Wed, 12 Nov 2008 00:41:28 GMT
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i accidentally created a new topic instead of a reply so:

i've been waitin for this for a long time.. thx blacky!

Subject: Re: [Release] C&C_Islands Egypt
Posted by Di3HardNL on Wed, 12 Nov 2008 08:23:22 GMT
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Its part of the map C&C Volcano, but it must be finished before i can release it;) as i said its alot work because i have to re-add all textures to the map and also make them good looking. but i think it should be done end of the week

---

Subject: Re: [Release] C&C_Islands Egypt
Posted by anant on Wed, 12 Nov 2008 16:12:39 GMT
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its freaking dope man
keep it up

Subject: Re: [Release] C&C_Islands Egypt
Posted by Gen_Blacky on Thu, 13 Nov 2008 00:05:00 GMT
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I am finishing up field should also be done by this weekend if i don't get lazy.

Subject: Re: [Release] C&C_Islands Egypt
Posted by anant on Thu, 13 Nov 2008 00:15:49 GMT
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PLEASE! dont get lazy

Subject: Re: [Release] C&C_Islands Egypt
Posted by samous on Thu, 13 Nov 2008 01:32:55 GMT
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anant wrote on Wed, 12 November 2008 16:15PLEASE! dont get lazy

same comment

Subject: Re: [Release] C&C_Islands Egypt
Posted by Gen_Blacky on Fri, 14 Nov 2008 05:55:40 GMT
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bad news i had a hardware failure, and 2 out of 3 of my hhds crashed and lost all data. I lost all my current work I have done in the past year lucky i was able to backup my map and some of my others works but i wont be able to get anything done soon unless my data wasn't erased on my D hdd where all my ren stuff was at. c drive lost all data which was just games and windows and something weird happend to my e drive which was more ren stuff and games. 1tb of space lol. now i get hours of fun reinstalling everything , and a unknown reason for crash least there not fried.

Edit: think they crashed cause c and e where on raid 0 or 1 and d was not , from now on every thing i do is being backdup on my ftp

---

Subject: Re: [Release] C&C_Islands Egypt
Posted by _SSnipe_ on Fri, 14 Nov 2008 05:57:49 GMT
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Gen_Blacky wrote on Thu, 13 November 2008 21:55bad news i had a hardware failure, and 2 out of 3 of my hhds crashed and lost all data. I lost all my current work I have done in the past year lucky i was able to backup my map and some of my others works but i wont be able to get anything done soon unless my data wasn't erased on my D hdd where all my ren stuff was at. c drive lost all data which was just games and windows and something weird happend to my e drive which was more ren stuff and games. 1tb of space lol

wow wtf shit like that scares me...how does one hardware wipe out all the hdd?

Subject: Re: [Release] C&C_Islands Egypt
Posted by Di3HardNL on Fri, 14 Nov 2008 16:22:57 GMT
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damn i had that to a while ago, really sucks to lose stuff you have been workign for a long time on.. but good luck with the reinstall gen

---

Subject: Re: [Release] C&C_Islands Egypt
Posted by Gen_Blacky on Sun, 23 Nov 2008 02:54:53 GMT
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My pc is back up and running and i was able to save all my projects .

Subject: Re: [Release] C&C_Islands Egypt
Posted by Di3HardNL on Sun, 23 Nov 2008 09:27:54 GMT
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Thats good news   i was affraid you would leave renegade because you lost everything, but luckily you still have it.

Subject: Re: [Release] C&C_Islands Egypt
Posted by LiL KiLLa on Sun, 23 Nov 2008 13:26:13 GMT
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Subject: Re: [Release] C&C_Islands Egypt
Posted by Altzan on Sun, 23 Nov 2008 18:10:45 GMT
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Gen_Blacky wrote on Sat, 22 November 2008 20:54My pc is back up and running and i was able to save all my projects .

Glad to hear it