Subject: [Release] C&C_Islands Egypt Posted by Gen_Blacky on Fri, 07 Nov 2008 02:18:35 GMT

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want. I have been working on other maps but not much progress so far. Have fun

Here is my Egypt map for islands I am Finally releasing this as is, people can change it how they 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

I01-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

103_lvrock.dds to B03_lvrock.dds

103 lytree.dds to B03 lytree.dds

ref_ramp.dds to refbramp.dds

103_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

ad 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 -----

I01-concrete01.dds to b01-concrete01.dds
I10_alienmtl.dds to b10_alienmtl.dds
Iv8_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 Snipe 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

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 mrA£A§A·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 mrãçÄ·z on Sat, 08 Nov 2008 11:15:58 GMT

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Cool thats my 2010 th Post

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 475 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

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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 288 times

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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?

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 mr£Ā§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...

(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 206 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

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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, Imao 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 but hey 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

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

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