

---

Subject: [Release] C&C\_Islands Egypt  
Posted by [Gen\\_Blacky](#) on Fri, 07 Nov 2008 02:18:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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/ScreenShot12.png)

[http://i253.photobucket.com/albums/hh48/Gen\\_Blacky/ScreenShot11.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/ScreenShot10.png)

[http://i253.photobucket.com/albums/hh48/Gen\\_Blacky/ScreenShot09.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\_slit.dds to bdi\_slit.dds  
gdi\_trim.dds to bdi\_trim.dds  
ref\_roll.dds to refbroil.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 pwrmtl\_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  
[View Forum Message](#) <> [Reply to Message](#)

---

Really cool man.

---

---

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [C C\\_guy](#) on Fri, 07 Nov 2008 03:22:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

I like the tunnels

---

---

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [zunnie](#) on Fri, 07 Nov 2008 06:20:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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_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_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_3.png)  
[http://www.game-maps.net/downloads/renegade/maps/screens/cnc\\_islands\\_egypt\\_4.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  
[View Forum Message](#) <> [Reply to Message](#)

---

zunnie wrote on Thu, 06 November 2008 22:20 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_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_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_3.png)  
[http://www.game-maps.net/downloads/renegade/maps/screens/cnc\\_islands\\_egypt\\_4.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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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.

---

---

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [mrÄÃ\\$Ä-z](#) on Fri, 07 Nov 2008 20:58:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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 [mrÄÃ\\$Ä-z](#) on Sat, 08 Nov 2008 11:15:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

That's pretty badass.

---

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [Starbuzzz](#) on Sat, 08 Nov 2008 17:23:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I will find that tree.

---

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [anant](#) on Sat, 08 Nov 2008 19:39:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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 580 times

---

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [Di3HardNL](#) on Sat, 08 Nov 2008 20:16:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

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 446 times

Unit ready.  
Jankey: 1tc



Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [zunnie](#) on Sat, 08 Nov 2008 23:21:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

score!

---

---

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [mrÄÄz](#) on Tue, 11 Nov 2008 19:47:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

---

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [MGamer](#) on Tue, 11 Nov 2008 19:54:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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 exteriors. check out my HON hand

### File Attachments

1) [Screenshot Volcano.PNG](#), downloaded 304 times

---



---

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [anant](#) on Tue, 11 Nov 2008 21:21:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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 [mr£Ä§Ä-z](#) on Tue, 11 Nov 2008 21:26:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

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 exteriors. check out my HON hand

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

---

---

Subject: Re: [Release] C&C\_Islands Egypt

Posted by [Starbuzz](#) on Tue, 11 Nov 2008 23:44:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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

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 exteriors. check out my HON hand

lol nice HON...

looks like Yuri's Transsylvania castle!

---

---

Subject: Re: [Release] C&C\_Islands Egypt

Posted by [samous](#) on Wed, 12 Nov 2008 00:03:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i like your HON hand, |vv|

>

---

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [slosa](#) on Wed, 12 Nov 2008 00:41:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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  
[View Forum Message](#) <> [Reply to Message](#)

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  
[View Forum Message](#) <> [Reply to Message](#)

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  
[View Forum Message](#) <> [Reply to Message](#)

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  
[View Forum Message](#) <> [Reply to Message](#)

PLEASE! dont get lazy

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [samous](#) on Thu, 13 Nov 2008 01:32:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

bad news i had a hardware failure, and 2 out of 3 of my hdds 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 backup on my ftp

---

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [\\_SSnipe\\_](#) on Fri, 14 Nov 2008 05:57:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Gen\_Blacky wrote on Thu, 13 November 2008 21:55bad news i had a hardware failure, and 2 out of 3 of my hdds 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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

---

Subject: Re: [Release] C&C\_Islands Egypt  
Posted by [Altzan](#) on Sun, 23 Nov 2008 18:10:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---