

---

Subject: [ Map Replacement ] C&C\_Under  
Posted by [Gen\\_Blacky](#) on Sun, 01 Mar 2009 02:55:42 GMT  
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---

I have renamed some of the texture's for C&C\_Under so I could reskin the map without affecting any other maps. I have made two two Different Skins for Under

Forest Video

<http://www.youtube.com/watch?v=1dd1N9fqctg>

Desert Video

<http://www.youtube.com/watch?v=ARmrYF-JcfE>

Feb 28, 2009

-----  
C&C\_Under Reskin v1

By Gen\_Blacky  
-----

-----  
Zip Contains  
-----

C&C\_Under Forest

C&C\_Under Desert

C&C\_Under Backup  
-----

-----  
Renamed Textures  
-----

Original	Renamed
----------	---------

-----

gdi\_base.dds to Ugdibase.dds

hpad\_bolt.dds to Uhpadbolt.dds

l01-rock2.dds to U01-rock2.dds

l02\_bckdrop01.dds U02\_bckdrop01.dds

l02\_snow.dds to U02\_snow.dds  
l03\_crtside.dds to U03\_crtside.dds  
pwr\_mtl\_beam01.dds undermtlbeam01.dds  
ref\_bul\_glass.dds Uref\_bulglass.dds  
ref\_grate.dds Urefgrate.dds  
l03\_wetdrt.dds U03\_wetdrt.dds  
l03\_tibgrnd.dds U03\_tibgrnd.dds  
con\_01.dds under1.dds  
stp\_tarmak.dds Utp\_tarmak.dds

-----  
pine\_sno.w3d  
-----

pine\_snow.dds pine\_xxxx.dds  
bark\_pinesno.dds Tbarkpinesno.dds

-----  
Install put the contents of C&C\_Under Desert or C&C\_Under Forest in your data folder  
-----

-----  
Uninstall delete mp\_under.w3d and pine\_snow.w3d and replace C&C\_Under.mix with the backup.  
-----

Enjoy and make your own Custom skins.  
Don't Forget to Report Any Bugs

Download

<http://files.filefront.com/CC+Under+ReSkin+V1+Foresttzip/;13388362;/fileinfo.htm> I

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [a000clown](#) on Sun, 01 Mar 2009 03:52:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

The video quality is absolutely horrible! But I blame YouTube for that

Jokes aside, I like the forest version.  
Good job with it

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Gen\\_Blacky](#) on Sun, 01 Mar 2009 04:03:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

no its me taking a 600 mb video and turning it into 9mb video and thank you

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [\\_SSnipe\\_](#) on Sun, 01 Mar 2009 05:15:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

sweet!

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [slosha](#) on Sun, 01 Mar 2009 07:16:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

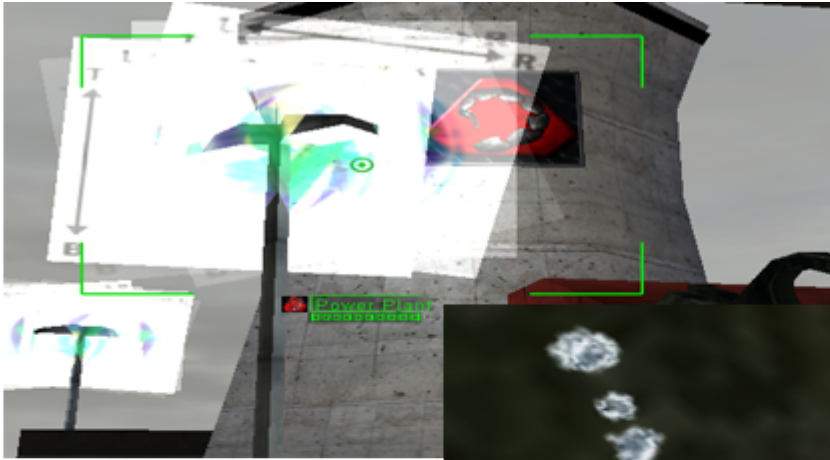
problems already maybe it's just me

well, and a minor flaw

---

### File Attachments

1) [ss.PNG](#), downloaded 1759 times



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Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Gen\\_Blacky](#) on Sun, 01 Mar 2009 07:35:06 GMT  
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Add this to your data folder

#### File Attachments

1) [flashlampdown.tga](#), downloaded 285 times

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [slosha](#) on Sun, 01 Mar 2009 07:46:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

thx!

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [\\_SSnipe\\_](#) on Sun, 01 Mar 2009 12:10:14 GMT  
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the desert one is awesome

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 12:18:26 GMT  
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---

Nice work! The forest is looking awesome with the lights and tiberium smoke.

Respect +

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [ErroR](#) on Sun, 01 Mar 2009 12:30:44 GMT  
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---

why did u get arty's attention by shoting it lol

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [ArtyWh0re](#) on Sun, 01 Mar 2009 18:01:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

OMG, nice work, I like it alot.  
One thing I have noticed and you might be interested to change is the background on the desert version (l02\_bckdrop01).  
it looks like the defult or something else, you could change it to sand.

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [ArtyWh0re](#) on Sun, 01 Mar 2009 18:02:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

BTW are there releases for the Tiberium smoke and the lights on vehicles?

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Gen\\_Blacky](#) on Sun, 01 Mar 2009 20:02:10 GMT  
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---

Orca234 wrote on Sun, 01 March 2009 13:02BTW are there releases for the Tiberium smoke and the lights on vehicles?

The tiberuim and the lamp lights are. I will release the tank lights separately

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [slosha](#) on Wed, 04 Mar 2009 04:22:11 GMT

---

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---

can u post an original under please

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [F1r3st0rm](#) on Wed, 04 Mar 2009 06:30:36 GMT

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---

Can u release the tiberium field effects?

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Gen\\_Blacky](#) on Wed, 04 Mar 2009 23:38:59 GMT

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---

TehstormZ wrote on Wed, 04 March 2009 00:30Can u release the tiberium field effects?

Its part of the map , does it not work ?

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [LiL KiLLa](#) on Wed, 04 Mar 2009 23:57:18 GMT

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---

It works perfectly

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [ErroR](#) on Thu, 05 Mar 2009 09:45:13 GMT

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---

LOL C&C KiLa

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [ArtyWh0re](#) on Thu, 05 Mar 2009 11:32:45 GMT

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---

ErroR wrote on Thu, 05 March 2009 10:45LOL C&C KiLa

Lol, I like it, but i don't actually know how to make a logo like that, as you can see in my siggy, I have just put my name in green lol.

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [ErroR](#) on Thu, 05 Mar 2009 11:33:44 GMT  
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---

we're also talking about under, not field

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Killgeak](#) on Thu, 05 Mar 2009 12:07:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

lol its ugly (the cnc sign of killa)  
map is great i really like the forest one  
kudos to you

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Player](#) on Thu, 05 Mar 2009 12:26:43 GMT  
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---

Orca234 wrote on Thu, 05 March 2009 05:32ErroR wrote on Thu, 05 March 2009 10:45LOL C&C  
KILa  
Lol, I like it, but i don't actually know how to make a logo like that, as you can see in my siggy, I  
have just put my name in green lol.

KioshinX made it

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [LiL KiLLa](#) on Thu, 05 Mar 2009 17:29:12 GMT  
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---

Killgeak wrote on Thu, 05 March 2009 13:07lol its ugly (the cnc sign of killa)  
map is great i really like the forest one  
kudos to you

your avatar and siggy is ugly

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [mrÅ£Å\\$Å-z](#) on Thu, 05 Mar 2009 17:32:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Killaaaaa wrote on Thu, 05 March 2009 11:29Killgeak wrote on Thu, 05 March 2009 13:07lol its  
ugly (the cnc sign of killa)  
map is great i really like the forest one

---

kudos to you

your avatar and siggy is ugly

Genauso deine Cheats und die idee von Ultra Advantage Skins die ich dir machen soll.

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Genesis2001](#) on Thu, 05 Mar 2009 17:48:11 GMT  
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---

madrackz wrote on Thu, 05 March 2009 10:32Killaaaaa wrote on Thu, 05 March 2009 11:29Killgeak wrote on Thu, 05 March 2009 13:07lol its ugly (the cnc sign of killa)  
map is great i really like the forest one  
kudos to you

your avatar and siggy is ugly

Genauso deine Cheats und die idee von Ultra Advantage Skins die ich dir machen soll.

Translation please? <.<

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [mrÄÄ\\$Ä-z](#) on Thu, 05 Mar 2009 18:04:37 GMT  
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---

Killaaaa is a cheater, he also asks people to give SBH's a ermitter to unstealth them as a joke because renegade is getting boring. Thats why i have blocked him on MSN.

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Killgeak](#) on Thu, 05 Mar 2009 18:06:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Killaaaaa wrote on Thu, 05 March 2009 11:29[your avatar and siggy is ugly

aww dont be jealous just because theyre better then yours <3  
and then still this is not the place to talk about it is it  
else i might show the logs with you using \*cheat name removed\*

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Gen\\_Blacky](#) on Fri, 06 Mar 2009 03:57:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think your avatar is pro , pikachue is gonna rape you.

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [b00tz92](#) on Fri, 06 Mar 2009 13:32:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sorry guys ur never getting the vehicle lights because ur noobs!

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [ErroR](#) on Fri, 06 Mar 2009 13:41:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

pff make that in 2 minutes or not

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Killgeak](#) on Fri, 06 Mar 2009 14:50:37 GMT  
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---

b00tz92 wrote on Fri, 06 March 2009 07:32sorry guys ur never getting the vehicle lights because ur noobs!

lol i got them But mine are kinda glitchy they were posted on this forum long ago if i remember it right  
Toggle Spoiler  
Toggle Spoiler

#### File Attachments

---

1) [EKT-killgeak\\_1558\\_06mrt2009.jpg](#), downloaded 1121 times

---



2) [EKT-killgeak\\_1557\\_06mrt2009.jpg](#), downloaded 1105 times



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Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [ArtyWh0re](#) on Fri, 06 Mar 2009 19:23:59 GMT  
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---

Killgeak wrote on Fri, 06 March 2009 08:50b00tz92 wrote on Fri, 06 March 2009 07:32sorry guys ur never getting the vehicle lights because ur noobs!

lol i got them But mine are kinda glitchy they were posted on this forum long ago if i remember it right Toggle Spoiler  
Toggle Spoiler  
How do you feel about posting them?

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [b00tz92](#) on Fri, 06 Mar 2009 19:27:50 GMT  
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---

umm I have a new unbugged version that will be released soon so just wait

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [ErroR](#) on Fri, 06 Mar 2009 19:45:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

then we'll have 2, still release it.

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Killgeak](#) on Fri, 06 Mar 2009 19:45:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well here it is then i dont take any credits for this but i dont know who made it so.. like i said, Theyre bugged they will show stealthed vehicles (not stanks) that some servers have. have fun with it

#### File Attachments

1) [Lights.rar](#), downloaded 173 times

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Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Gen\\_Blacky](#) on Fri, 06 Mar 2009 20:47:59 GMT  
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---

Slave made that

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Killgeak](#) on Fri, 06 Mar 2009 21:23:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Original topic: [http://www.renegadeforums.com/index.php?t=msg&goto=343945&rid=24479&srch=dazzle#msg\\_343945](http://www.renegadeforums.com/index.php?t=msg&goto=343945&rid=24479&srch=dazzle#msg_343945)

sorry for all the offtopic btw

---

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Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [slosha](#) on Sat, 07 Mar 2009 08:04:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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original C&C\_Under plz

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---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Gohax](#) on Sat, 07 Mar 2009 09:04:07 GMT  
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---

Nice map replacement Blacky. Kinda new to skinning so I'm gonna ask:  
anyway to get the tiberium smoke on every map?

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Killgeak](#) on Sat, 07 Mar 2009 11:19:41 GMT  
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---

2GLOCK9S wrote on Sat, 07 March 2009 02:04original C&C\_Under plz

[http://gameserver.elitekamikazeteam.com/RenegadeUpdates/Original%20maps/C&C\\_Islands.mix](http://gameserver.elitekamikazeteam.com/RenegadeUpdates/Original%20maps/C&C_Islands.mix)

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Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Gen\\_Blacky](#) on Sat, 07 Mar 2009 16:08:55 GMT  
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---

Gohax wrote on Sat, 07 March 2009 03:04Nice map replacement Blacky. Kinda new to skinning so I'm gonna ask:

anyway to get the tiberium smoke on every map?

working on it

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Starbuzz](#) on Sat, 07 Mar 2009 22:40:01 GMT  
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---

Great work! I made the lamps magic green...they look so eerie now! Great textures man! Love it!

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [samous](#) on Sat, 07 Mar 2009 23:31:07 GMT  
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---

does the desert vs have trees ? well, duh, but with snow? or did i see it rong? snow covered trees in the desert....

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Gen\\_Blacky](#) on Sun, 08 Mar 2009 03:12:12 GMT  
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---

I started Working on a backdrop for under

<http://img22.imageshack.us/img22/1118/undertna.jpg>

Edit:

Tried making a overlay so it looks more desert like

<http://img93.imageshack.us/img93/127/testz.jpg>

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Gohax](#) on Sun, 08 Mar 2009 03:31:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Gen\_Blacky wrote on Sat, 07 March 2009 10:08Gohax wrote on Sat, 07 March 2009 03:04Nice map replacement Blacky. Kinda new to skinning so I'm gonna ask:

anyway to get the tiberium smoke on every map?

working on it

Thanks much bro Backdrop looks hot bro.

---

Subject: Re: [ Map Replacement ] C&C\_Under

---

Posted by [Starbuzz](#) on Sun, 08 Mar 2009 04:46:23 GMT

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---

Gen\_Blacky wrote on Sat, 07 March 2009 21:12I started Working on a backdrop for under

<http://img22.imageshack.us/img22/1118/undertna.jpg>

Edit:

Tried making a overlay so it looks more desert like

<http://img93.imageshack.us/img93/127/testz.jpg>

wow awesome man! can't believe how much the maps can be modded lol! keep it up! great!

---

---

Subject: Re: [ Map Replacement ] C&C\_Under

Posted by [marcin205](#) on Sun, 17 May 2009 18:22:13 GMT

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link fail

---

---

Subject: Re: [ Map Replacement ] C&C\_Under

Posted by [Tupolev TU-95 Bear](#) on Sun, 17 May 2009 19:09:10 GMT

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---

is there a way to just have the lights on the lamp post on every map?

---

---

Subject: Re: [ Map Replacement ] C&C\_Under

Posted by [mrÄÅ\\$Ä-z](#) on Sun, 17 May 2009 19:38:26 GMT

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---

goliath35 wrote on Sun, 17 May 2009 14:09is there a way to just have the lights on the lamp post on every map?

sure

---

---

Subject: Re: [ Map Replacement ] C&C\_Under

Posted by [Tupolev TU-95 Bear](#) on Sun, 17 May 2009 19:40:23 GMT

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---

like?

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [mr£\\$Ä-z](#) on Sun, 17 May 2009 19:41:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Adding them in LE or replacing the Lamp Model or Lamp Ermitter

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [moonstar845](#) on Mon, 18 May 2009 19:06:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

can someone re upload the reskin, link is down

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Gen\\_Blacky](#) on Mon, 18 May 2009 23:21:04 GMT  
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---

New Link

Added Backup Map  
Forest, Desert

<http://files.filefront.com/CC+Under+ReSkin+V1+Foresttzip;/13777132;/fileinfo.htm> I

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Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Goztow](#) on Tue, 19 May 2009 12:22:28 GMT  
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---

Could you attach your releases to the forum post, please? That way we don't loose the release when the link goes down.

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Gen\\_Blacky](#) on Tue, 19 May 2009 15:40:12 GMT  
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---

Goztow wrote on Tue, 19 May 2009 07:22 Could you attach your releases to the forum post, please? That way we don't loose the release when the link goes down.

File size to big

---

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [moonstar845](#) on Tue, 19 May 2009 21:20:20 GMT  
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---

btw i dont want to hassle you but i saw the other reskins that you made, is it possible that you can reup the links on those too?

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [IAmFenix](#) on Sun, 31 May 2009 22:33:39 GMT  
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---

Just your cheats and the idea of ultra Advantage Skins I would do it.<what he said

BTW, using forest under, nice job.

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [Karmanaut](#) on Sat, 18 Jul 2009 16:23:46 GMT  
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---

link doesnt work

---

Subject: Re: [ Map Replacement ] C&C\_Under  
Posted by [crisis992](#) on Sat, 18 Jul 2009 17:05:38 GMT  
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---

btw this skin is uploaded at my website too, if someone want it

<http://renegadeskins.forumieren.de/map-texture-s-f30/cc-under-texture-forestdese-rt-t263.htm>

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