Subject: [Request] C&C_Canyon
Posted by LiL KiLLa on Tue, 12 May 2009 21:55:18 GMT
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Gen Blacky made nice maps with "LampEmitters" and "TiberiumSmoke"
I still enjoy the maps.....but I want more

So could someone else finish the other maps maybe?

[Canyon & City_Flying would be nice]

Under:
 http://www.renegadeforums.com/index.php?t=msg&th=32284&start=0&rid=2 4287

Field:
 http://www.renegadeforums.com/index.php?t=msg&th=32300&start=0&rid=2 4287

Canyon:

City_Flying:

Subject: Re: [Request] C&C_Canyon
Posted by Gen_Blacky on Tue, 12 May 2009 22:37:50 GMT
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lol the funny thing im almost done with canyon. City flying im already done with but I broke the doors.

Subject: Re: [Request] C&C_Canyon
Posted by LiL KiLLa on Tue, 12 May 2009 23:17:49 GMT
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FIX THE DOORS !!! FIX!!

Subject: Re: [Request] C&C_Canyon
Posted by slosha on Tue, 12 May 2009 23:42:08 GMT
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tib smoke?!?!?! gimme!

Subject: Re: [Request] C&C_Canyon

Posted by LiL KiLLa on Tue, 12 May 2009 23:46:50 GMT
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it's only the green tib smoke chiiiilllll

Subject: Re: [Request] C&C_Canyon
Posted by anant on Wed, 13 May 2009 01:09:09 GMT
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I would like that tib smoke pls

Subject: Re: [Request] C&C_Canyon
Posted by liquidv2 on Wed, 13 May 2009 01:25:16 GMT
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anant has a drug problem we're struggling to overcome; please do not give him the tiberium
smoke

Subject: Re: [Request] C&C_Canyon
Posted by Gohax on Wed, 13 May 2009 01:36:02 GMT
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Blacky said he was working on getting the tib smoke done for all maps.

But I use the maps he has now. Field is ftw.

Subject: Re: [Request] C&C_Canyon
Posted by anant on Wed, 13 May 2009 01:50:01 GMT
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Only a few more days until my 5th rehab visit liquid.

Subject: Re: [Request] C&C_Canyon
Posted by JsxKeule on Wed, 13 May 2009 05:23:17 GMT
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for me the lights wont work
and tib smoke isnt there too
just my old tiberium crystals

File Attachments

1) field.JPG, downloaded 537 times

JsxKeule

NW

+300
300

Subject: Re: [Request] C&C_Canyon
Posted by mrÃ£Ã§Ä·z on Wed, 13 May 2009 15:47:05 GMT
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i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

---

Subject: Re: [Request] C&C_Canyon
Posted by JsxKeule on Wed, 13 May 2009 15:53:06 GMT
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madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

who?
and the 1000 time i ask you can you tell me how to save maps in LE

Subject: Re: [Request] C&C_Canyon
Posted by mrÃ£Ã§Ä·z on Wed, 13 May 2009 15:55:48 GMT
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To lazy to tell, pics come later

"Iszual" is trying to fake scrin, very bad.

Subject: Re: [Request] C&C_Canyon
Posted by JsxKeule on Wed, 13 May 2009 16:04:18 GMT
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and
every1 dont like scrin
but when he release his stuff
you all are happy
i know this isnt a good answer to your post madrackz
and when he tries to imitate scrin
let him

Subject: Re: [Request] C&C_Canyon
Posted by mrÃ£Ã§Ä·z on Wed, 13 May 2009 16:34:46 GMT
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You should know Scrin has heavy Fanboys, they call him fag but all the PM´s look diffrent than Flaming...

Subject: Re: [Request] C&C_Canyon
Posted by Scrin on Wed, 13 May 2009 16:35:15 GMT
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JsxKeule wrote on Wed, 13 May 2009 11:04and
every1 dont like scrin

OKEY...

Subject: Re: [Request] C&C_Canyon
Posted by JsxKeule on Wed, 13 May 2009 16:49:03 GMT
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-.-
that wasnt meant how it sounds

Subject: Re: [Request] C&C_Canyon
Posted by LiL KiLLa on Wed, 13 May 2009 17:29:55 GMT
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madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

ohh my mistake you fucking noob

Subject: Re: [Request] C&C_Canyon
Posted by mrÃ£Ã§Ä·z   on Wed, 13 May 2009 17:38:28 GMT
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me noob?

---

sniff "madrackz can you make me a glowing SBH skin, for the last days i play renegade"

Subject: Re: [Request] C&C_Canyon
Posted by JsxKeule on Wed, 13 May 2009 17:39:08 GMT
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Izual wrote on Wed, 13 May 2009 19:29madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

ohh my mistake you fucking noob

ohh no not again shut up both

Subject: Re: [Request] C&C_Canyon
Posted by mrã£ã§Ä·z on Wed, 13 May 2009 17:40:54 GMT
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madrackz wrote on Wed, 13 May 2009 12:38me noob?

sniff "madrackz can you make me a glowing SBH skin, for the last days i play renegade"

sniff "-the known cheat- isnt enough, it dont shows sbh´s"

Subject: Re: [Request] C&C_Canyon
Posted by LiL KiLLa on Wed, 13 May 2009 17:41:07 GMT
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madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

madracks please stop harassing people

thanks

Subject: Re: [Request] C&C_Canyon
Posted by mrÃ£Ã§Ä·z   on Wed, 13 May 2009 17:52:18 GMT
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please stop asking peoples for hacks

thanks

Subject: Re: [Request] C&C_Canyon
Posted by Player on Wed, 13 May 2009 17:52:34 GMT
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Izual wrote on Wed, 13 May 2009 12:41madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

madracks please stop harassing people

thanks

best sentence in this thread

Subject: Re: [Request] C&C_Canyon
Posted by mrÃ£Ã§Ä·z on Wed, 13 May 2009 17:56:40 GMT
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How cute, he needs friends to defend himselfe haha, you wont get my edited maps

---

Subject: Re: [Request] C&C_Canyon
Posted by Reaver11 on Wed, 13 May 2009 18:25:37 GMT
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JsxKeule wrote on Wed, 13 May 2009 10:53madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

who?
and the 1000 time i ask you can you tell me how to save maps in LE

Sigh I have sended you some stuff before how to do it. Okay just follow these steps ->

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4. Then make SURE you only have the .lvl file in the levels folder of the map you want to save as a .mix file
5. Fire up leveleditor
6. Load your map and press save (normal save)
7. Then select (File > Export Mod Package)
8. Now you will type in your map name like this -> "C&C_my_map.mix"

---

9. Then press save and there you have your mix map in fully working condition.

All I did was just reading this tutorial and try out for myself if it works and yes it does. Trying things yourself is the best method in my eyes to learn something about modding Renegade. And if you really encounter a hard problem you can always ask.

Read the full tutorial at http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=26
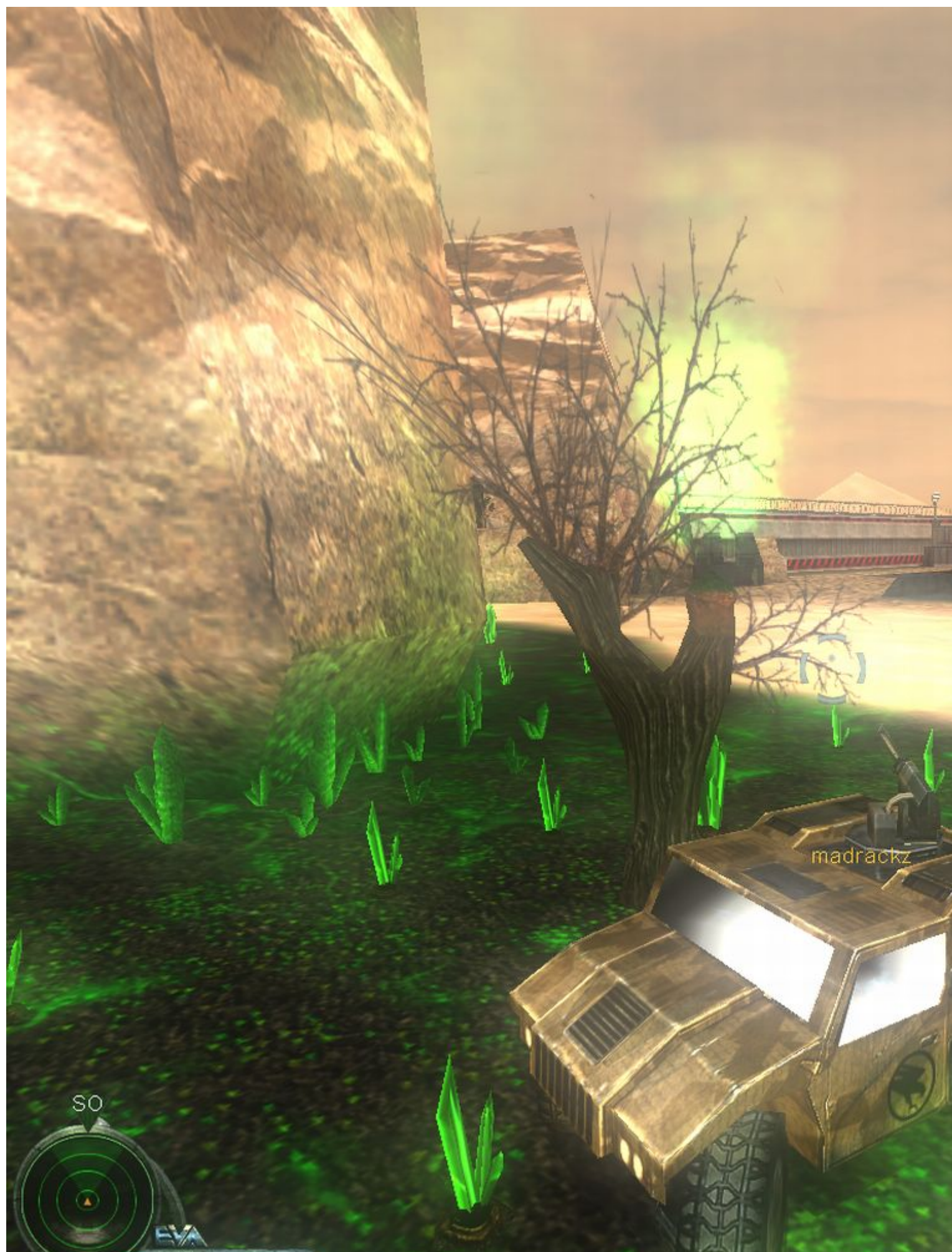
Subject: Re: [Request] C&C_Canyon
Posted by mrÃ£Ã§Ä·z on Wed, 13 May 2009 18:30:56 GMT
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OOOOMG TIB AND SMOKE FOR MULTIPLAYZ!1!!

File Attachments
1) WTF LOL.jpg, downloaded 420 times

SO

madrackz

EVA

Subject: Re: [Request] C&C_Canyon
Posted by LiL KiLLa on Wed, 13 May 2009 18:33:06 GMT
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loooooooooooooolo what's that for a game?

C&C ForestShit?

Subject: Re: [Request] C&C_Canyon
Posted by Player on Wed, 13 May 2009 18:33:52 GMT
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madrackz wrote on Wed, 13 May 2009 13:30OOOOMG TIB AND SMOKE FOR MULTIPLAYZ!1!!

Ugly, but I like the tib..

Subject: Re: [Request] C&C_Canyon
Posted by mrÃ£Ã§Ä·z   on Wed, 13 May 2009 18:34:42 GMT
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Ugly Tib but you like it? rofllmaoZ

Subject: Re: [Request] C&C_Canyon
Posted by LiL KiLLa on Wed, 13 May 2009 18:35:57 GMT
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he mean he dont like the picture.....except the tib

Subject: Re: [Request] C&C_Canyon
Posted by Player on Wed, 13 May 2009 18:36:28 GMT
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Yeh, your bloom and the tib tree are ugly and the tib looks ok

---

Subject: Re: [Request] C&C_Canyon

Posted by mrÃ£Ã§Ä·z on Wed, 13 May 2009 18:38:37 GMT
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xDDDDDDDDDD who talks about the shaders xDDDDDDDDD

Subject: Re: [Request] C&C_Canyon
Posted by LiL KiLLa on Wed, 13 May 2009 18:39:42 GMT
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It's just an opinion?

Subject: Re: [Request] C&C_Canyon
Posted by mrÃ£Ã§Ä·z on Wed, 13 May 2009 18:41:43 GMT
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Stay on Topic nerd

Subject: Re: [Request] C&C_Canyon
Posted by LiL KiLLa on Wed, 13 May 2009 18:43:24 GMT
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It's my topic and now It's ugly with your ss......

w.e I hope blacky will release the maps soon

Subject: Re: [Request] C&C_Canyon
Posted by JsxKeule on Wed, 13 May 2009 18:56:01 GMT
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madrackz wrote on Wed, 13 May 2009 20:30OOOOMG TIB AND SMOKE FOR MULTIPLAYZ!1!!

it looks like a bit muh smoke on screen but good i like it

Subject: Re: [Request] C&C_Canyon
Posted by Gen_Blacky on Thu, 14 May 2009 03:54:58 GMT

Reaver11 wrote on Wed, 13 May 2009 13:25JsxKeule wrote on Wed, 13 May 2009
10:53madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my
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that all you have in it is your "EditorCache", "Scripts", "Levels". (Dont worry you can easily get
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You add emitters like this. Same thing for trees, rocks, and emitters.
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=141

I just edit the original mix file with xcc Mixer and delete the original map files. Then replace with
your files. After your finished adding emitters and trees and stuff to your map, save your map. I
sometimes like to make a new vis system depending on the map.Take the .lsd , .ldd and .ddb files

from your mod package and replace the original map files. Then add your your emitters models and textures to the .mix. Then add the .mix file to your data folder.

Make sure you back up your original map.

Subject: Re: [Request] C&C_Canyon
Posted by Reaver11 on Thu, 14 May 2009 07:42:13 GMT
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On some maps you will screw your doors by replacing the .lsd file so watch it. (Or redo them in your map just to be sure)

Subject: Re: [Request] C&C_Canyon
Posted by JsxKeule on Thu, 14 May 2009 10:30:40 GMT
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Reaver11 wrote on Wed, 13 May 2009 20:25JsxKeule wrote on Wed, 13 May 2009 10:53madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

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hmm doesnt work really good

File Attachments
1) Unbenannt.JPG, downloaded 339 times

Unit ready.

SE

+100
100

Credits: 10006
Time Remainir

Subject: Re: [Request] C&C_Canyon
Posted by Gen_Blacky on Thu, 14 May 2009 17:49:50 GMT
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Reaver11 wrote on Thu, 14 May 2009 02:42On some maps you will screw your doors by replacing the .lsd file so watch it. (Or redo them in your map just to be sure)

Thats probably why my doors are broke on city.