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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=24287>

Field:  
<http://www.renegadeforums.com/index.php?t=msg&th=32300&start=0&rid=24287>

Canyon:

City\_Flying:

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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.

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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!!

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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!

---

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Subject: Re: [Request] C&C\_Canyon

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Posted by [LiL KiLLa](#) on Tue, 12 May 2009 23:46:50 GMT

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it's only the green tib smoke chiiiiiiiii

---

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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

---

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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

---

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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.

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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.

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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

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1) [field.JPG](#), downloaded 742 times



JsxKeule

NW



Credits: 99259  
Time Remaining

Subject: Re: [Request] C&C\_Canyon  
Posted by [mrÅ£Ä\\$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 [mrÅ£Ä\\$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 [mrÅ£Ä\\$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 different than Flaming...

---

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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 11:04 and  
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

---

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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 17:47 i 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 [mr£\\$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 [mrÄ&A-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"

---

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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 [mr£Ä\\$Ä-z](#) on Wed, 13 May 2009 17:52:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

please stop asking peoples for hacks

thanks

---

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Subject: Re: [Request] C&C\_Canyon  
Posted by [Player](#) on Wed, 13 May 2009 17:52:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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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

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Subject: Re: [Request] C&C\_Canyon  
Posted by [mrÄÄ\\$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 ->

Program:  
Leveleditor

You have two different ways of exporting your map to renegade I prefer the 2nd one!  
(1) By making a .pkg (File -> export modpackage and load it up on a one person langame)  
(2) By making a .MIX file (This is the bestest way)

1. Make sure your map in Leveleditor is saved as C&C\_\*.\*
2. Backup your current package of leveleditor (Always,charachters etc)
3. Shut down leveleditor. Delete the following folders -> "ALWAYS", "Characters", "Presets", so that all you have in it is your "EditorCache", "Scripts", "Levels". (Dont worry you can easily get them back through your backup or levelre-edit)
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>

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Subject: Re: [Request] C&C\_Canyon

Posted by [mr£Ä\\$Ä-z](#) on Wed, 13 May 2009 18:30:56 GMT

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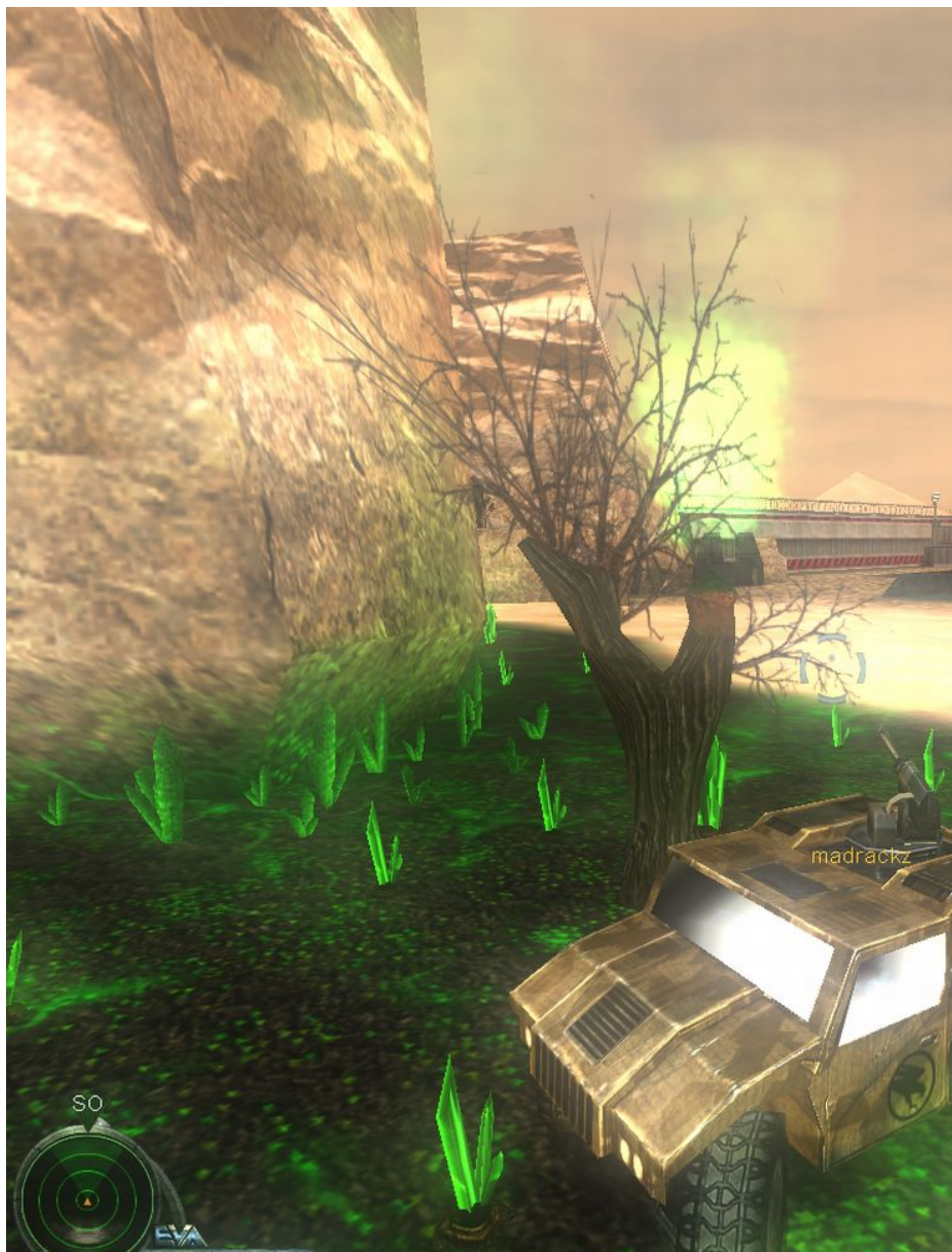
OOOOMG TIB AND SMOKE FOR MULTIPLAYZ!1!!

---

#### File Attachments

1) [WTF LOL.jpg](#), downloaded 595 times

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Subject: Re: [Request] C&C\_Canyon  
Posted by [LiL KiLLa](#) on Wed, 13 May 2009 18:33:06 GMT  
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---

loooooooooooooooooo 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 [mr£Ä\\$Ä·z](#) on Wed, 13 May 2009 18:34:42 GMT  
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---

Ugly Tib but you like it? roflmaoZ

---

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 [mr£Ä\\$Ä-z](#) on Wed, 13 May 2009 18:38:37 GMT  
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---

xDDDDDDDDDDDD who talks about the shaders xDDDDDDDDDD

---

---

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?

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Subject: Re: [Request] C&C\_Canyon  
Posted by [mr£Ä\\$Ä-z](#) on Wed, 13 May 2009 18:41:43 GMT  
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Stay on Topic nerd

---

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

---

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

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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 maps hehe, and that fucking noob stole nickname from scrin

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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.

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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)

---

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Subject: Re: [Request] C&C\_Canyon  
Posted by [JsxKeule](#) on Thu, 14 May 2009 10:30:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Reaver11 wrote on Wed, 13 May 2009 20:25JsxKeule wrote on Wed, 13 May 2009 10:53  
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

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hmm doesnt work really good

---

### File Attachments

1) [Unbenannt.JPG](#), downloaded 535 times

Unit ready.



Credits: 10006  
Time Remaining

Subject: Re: [Request] C&C\_Canyon

Posted by [Gen\\_Black](#) 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.

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