Subject: [Map Replacement] C&C Field
Posted by LeeumDee on Tue, 08 Sep 2009 16:35:43 GMT
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Changed some textures, added lights to lamp posts and tunnel lamps, changed weather settings to snow and added tiberium mist over tib fields.

Image Previews

Video: http://www.youtube.com/watch?v=mj0a2ozAo5Q
Any problems, let me know.

Download Attached.

File Attachments
1) Map Replacement C&C_Field by LeeumDee.rar, downloaded 183 times

Subject: Re: [Map Replacement] C&C Field
Posted by Tupolev TU-95 Bear on Tue, 08 Sep 2009 16:38:44 GMT
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 that is superb work there

im using

Subject: Re: [Map Replacement] C&C Field
Posted by Reaver11 on Tue, 08 Sep 2009 16:39:52 GMT
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It looks cool.
Can you adjust the oaktrees a little they look a bit too green now

Subject: Re: [Map Replacement] C&C Field
Posted by ArtyWh0re on Tue, 08 Sep 2009 17:08:23 GMT
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Awesome job again, i think I will be using this.

---

Subject: Re: [Map Replacement] C&C Field
Posted by Dreganius on Thu, 10 Sep 2009 05:40:40 GMT
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Umm?

File Attachments
1) ScreenShot143.png, downloaded 565 times

Subject: Re: [Map Replacement] C&C Field
Posted by Tupolev TU-95 Bear on Thu, 10 Sep 2009 06:27:21 GMT
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plus why wont it snow in multiplayer?

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Subject: Re: [Map Replacement] C&C Field
Posted by Dreganius on Thu, 10 Sep 2009 06:30:36 GMT
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It snows in my Multiplayer o.o

Just doesn't have textures

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Subject: Re: [Map Replacement] C&C Field
Posted by Tupolev TU-95 Bear on Thu, 10 Sep 2009 06:38:14 GMT
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no not for me with the fields textures :s

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Subject: Re: [Map Replacement] C&C Field
Posted by crysis992 on Thu, 10 Sep 2009 10:47:31 GMT
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goliath35 wrote on Thu, 10 September 2009 01:27plus why wont it snow in multiplayer?

if a server have a own "weather system" then the snow dont work.

---

Subject: Re: [Map Replacement] C&C Field
Posted by LeeumDee on Thu, 10 Sep 2009 11:48:31 GMT
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The textures ARE in the map, the fact that they don't load on certain clients is a complete mystery to me. The only thing I can suggest is not adding the map, but adding the model and textures separate. I'll make a second release for people having problems. But it wont be a convenient mix file sadly. As you ren seems to have problems with it.

And yeah crysis is right, plus the matter of lag. Sometimes it's not snowing right away, and it comes in waves later.

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Subject: Re: [Map Replacement] C&C Field
Posted by Tupolev TU-95 Bear on Thu, 10 Sep 2009 11:53:00 GMT
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crysis992 wrote on Thu, 10 September 2009 11:47goliath35 wrote on Thu, 10 September 2009 01:27plus why wont it snow in multiplayer?

if a server have a own "weather system" then the snow dont work.

oohhh ok thanks

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Subject: Re: [Map Replacement] C&C Field
Posted by Dreganius on Tue, 15 Sep 2009 09:40:51 GMT
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Can we have a second release?

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Subject: Re: [Map Replacement] C&C Field
Posted by LeeumDee on Tue, 15 Sep 2009 10:10:45 GMT
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Sorry personal life took over for a bit, I'll release later today.

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Subject: Re: [Map Replacement] C&C Field
Posted by LeeumDee on Tue, 15 Sep 2009 16:25:01 GMT
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If you had any weird problems like dreg try this.
Otherwise don't bother  It adds all the files that are supposed to be in the mix into your data folder. So your game will (hopefully) without fail, load them.

It simply confuses me that it works on some clients and not others. There is nothing wrong with the original upload.

edit: It will ask if you want to overwrite field.mix yet again, of course do this. As I've had to change some of the texture names again to avoid collisions.

File Attachments
1) Map Replacement C&C_Field by LeeumDee. rel2.rar, downloaded 116 times

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Subject: Re: [Map Replacement] C&C Field
Posted by LeeumDee on Wed, 16 Sep 2009 10:09:14 GMT
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Sorry for the triple post.

Quote:
Downloaded 3 time(s)


Im going to assume that it worked? Your welcome.

---

Subject: Re: [Map Replacement] C&C Field
Posted by Dreganius on Wed, 16 Sep 2009 10:22:34 GMT
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I'll check right now and edit with the result

EDIT: Fu-kin-suh-weet! It's amazing

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Subject: Re: [Map Replacement] C&C Field
Posted by LeeumDee on Wed, 16 Sep 2009 10:39:14 GMT
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Awesome, good to know
I can start working on some others now.

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