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Subject: [Map Replacement] Night Time Map Pack  
Posted by [LeeumDee](#) on Thu, 15 Oct 2009 00:12:23 GMT  
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I think it was PawkyFox that asked a couple of months ago, for something like this. So thought I'd make a pack and release it here.

Just to outline what I've done:

Changed the maps settings to night time, and edited the light maps to make it look like night time too. There are no other changes.

Makes changes to these maps:

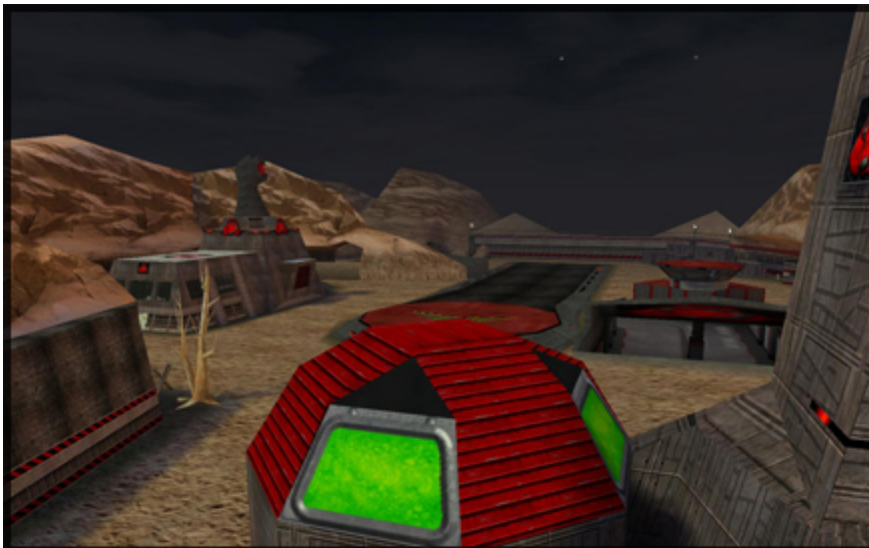
Canyon, Complex, Hourglass, Islands, Mesa, Under, Volcano, Walls. (Field and City are already Night time)

Large Preview Image

The download contains all of the maps, it is roughly 30mb in size. If you would like them individually uploaded, then I'm sure I can do that if you ask. I havent attached the download to the board as like I said above, it is 30mb. To install maps individually, extract to a different directory and move the maps .mix file and corresponding folder to your data folder.

### File Attachments

1) [Map Replacement Pack-Night\\_Time\\_Maps.jpg](#), downloaded 1264 times



Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [Xpert](#) on Thu, 15 Oct 2009 01:47:17 GMT  
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The lonely stoner seems to free himself at night... At-ah-at night!

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Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [Altzan](#) on Thu, 15 Oct 2009 01:52:38 GMT  
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Xpert wrote on Wed, 14 October 2009 20:47The lonely stoner seems to free himself at night...  
At-ah-at night!

Psst, Squidward, I'm working in the kitchen... at night!  
Hey squidward, guess what? I'm chopping lettuce... at night!  
OW!!! I burned my hand!... at night.

I don't even know why I thought of this ^

Anyhow, nice job Leeumdee. I'm going to stick with your other replacements though.

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Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [ChewML](#) on Thu, 15 Oct 2009 04:06:22 GMT  
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Now if we could mix this night effect with other map replacements...

I am pretty sure it could be done, but I am too lazy to sort through files.

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Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [Goztow](#) on Thu, 15 Oct 2009 06:33:19 GMT  
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A bit depressing, but nice work anyway.

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Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [LeeumDee](#) on Thu, 15 Oct 2009 10:31:11 GMT  
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Chew wrote on Thu, 15 October 2009 05:06Now if we could mix this night effect with other map replacements...

I am pretty sure it could be done, but I am too lazy to sort through files.

What do you mean with mix it with other map replacements?

Some maps I've already released, you want turning into night time? That's more than possible.  
Just send me a pm with which ones

---

Subject: Re: [Map Replacement] Night Time Map Pack

Posted by [ErroR](#) on Thu, 15 Oct 2009 12:49:28 GMT

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is it just me or the screen shot from the inside of the tun in mesa, looks like the outside of the tun  
it's day

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Subject: Re: [Map Replacement] Night Time Map Pack

Posted by [Xpert](#) on Thu, 15 Oct 2009 22:14:47 GMT

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Altzan wrote on Wed, 14 October 2009 21:52Xpert wrote on Wed, 14 October 2009 20:47The  
lonely stoner seems to free himself at night... At-ah-at night!

Psst, Squidward, I'm working in the kitchen... at night!  
Hey squidward, guess what? I'm chopping lettuce... at night!  
OW!!! I burned my hand!... at night.

I don't even know why I thought of this ^

Anyhow, nice job Leeumdee. I'm going to stick with your other replacements though.

wtf lol?

---

Subject: Re: [Map Replacement] Night Time Map Pack

Posted by [Good-One-Driver](#) on Thu, 15 Oct 2009 22:25:51 GMT

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Xpert wrote on Thu, 15 October 2009 17:14Altzan wrote on Wed, 14 October 2009 21:52Xpert  
wrote on Wed, 14 October 2009 20:47The lonely stoner seems to free himself at night... At-ah-at  
night!

Psst, Squidward, I'm working in the kitchen... at night!  
Hey squidward, guess what? I'm chopping lettuce... at night!  
OW!!! I burned my hand!... at night.

I don't even know why I thought of this ^

Anyhow, nice job Leeumdee. I'm going to stick with your other replacements though.

wtf lol?

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Subject: Re: [Map Replacement] Night Time Map Pack

Posted by [HaTe](#) on Thu, 15 Oct 2009 23:33:31 GMT

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Never knew the moon cast that much shadows . Nice job tho mate.

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Subject: Re: [Map Replacement] Night Time Map Pack

Posted by [Kimb](#) on Fri, 16 Oct 2009 16:16:39 GMT

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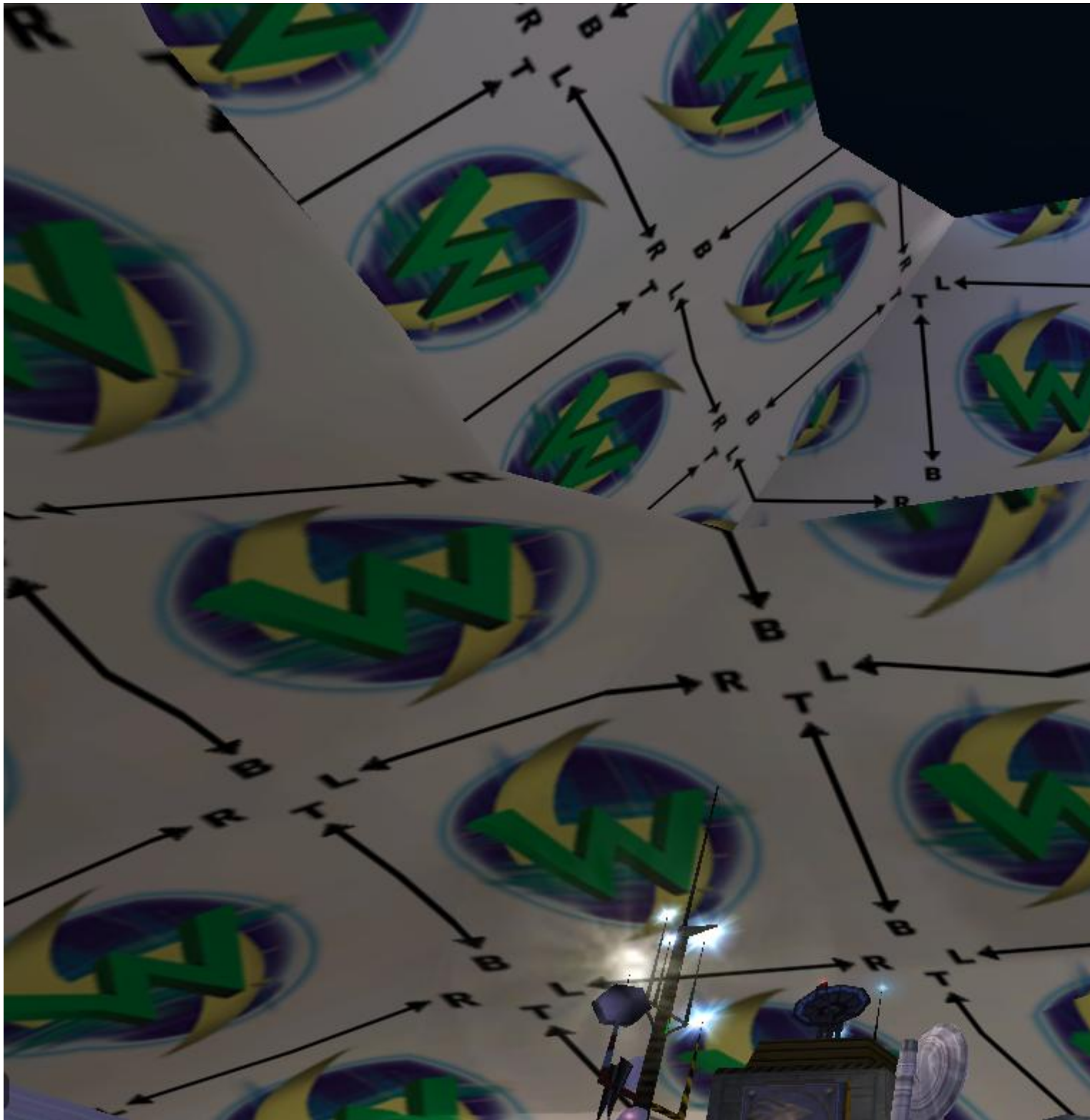
What's this??

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#### File Attachments

1) [texture.jpg](#), downloaded 933 times





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Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [Omar007](#) on Fri, 16 Oct 2009 17:26:52 GMT  
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Kimb wrote on Fri, 16 October 2009 18:16 What's this??  
That's WIN

Seems you miss a texture

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Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [Kimb](#) on Fri, 16 Oct 2009 18:20:40 GMT  
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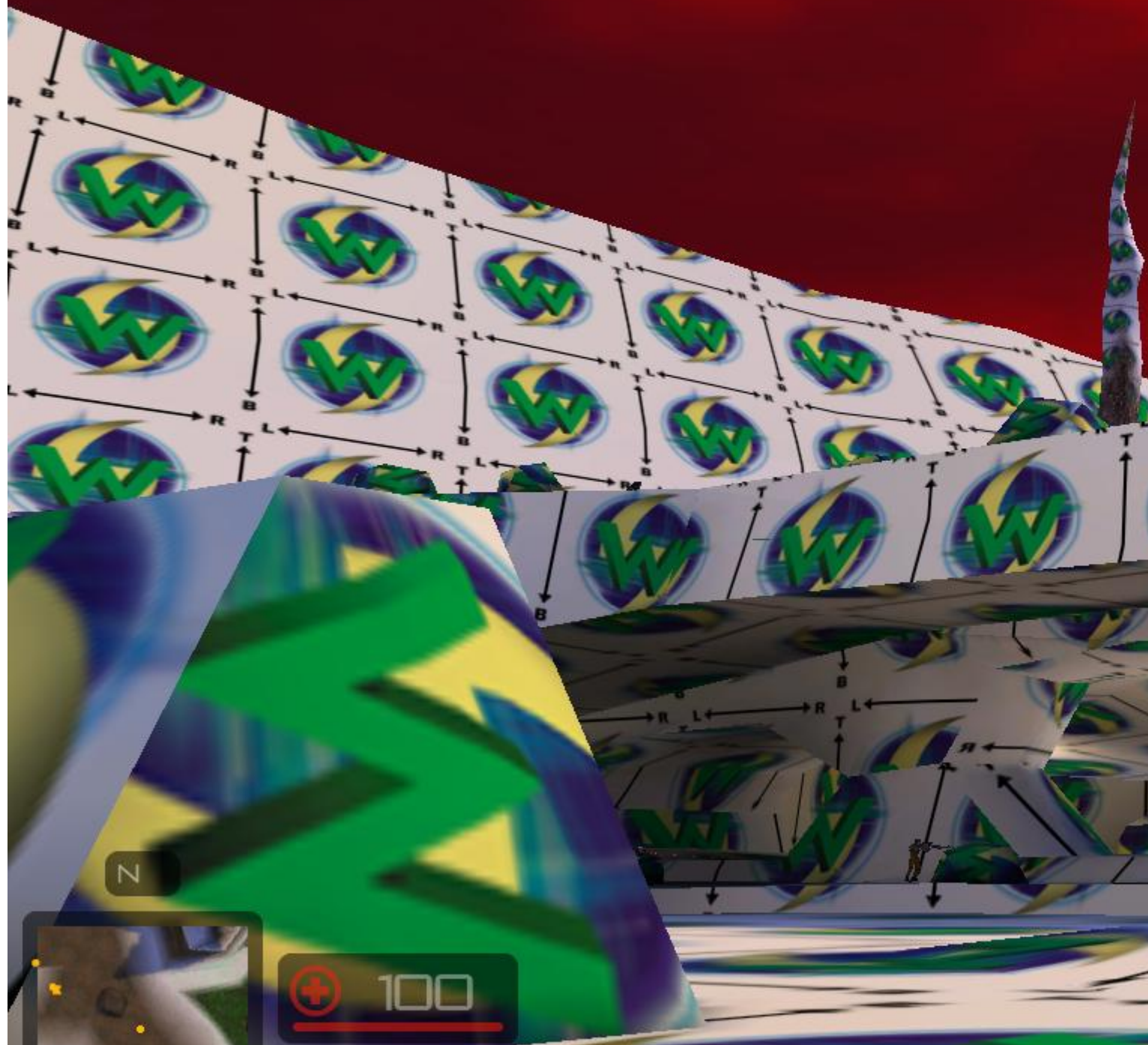
Not A File

#### File Attachments

1) [lolcat.jpg](#), downloaded 913 times

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MMuffin: Affirmative  
MMuffin: Affirmative  
MMuffin: Affirmative  
MMuffin: Affirmative  
hassanin killed AnThRaXBe





Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [crysis992](#) on Fri, 16 Oct 2009 18:37:13 GMT  
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=) i like the pack =)

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Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [Kimb](#) on Fri, 16 Oct 2009 19:22:12 GMT  
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crysis992 wrote on Fri, 16 October 2009 13:37=) i like the pack =)  
i like the desert skin for this map(dunno if you made it thought), rest works, except for trees on island o.O

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Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [LeeumDee](#) on Fri, 16 Oct 2009 21:03:33 GMT  
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Kimb wrote on Fri, 16 October 2009 19:20Not A File

That has nothing to do with my release  
You have conflicting things there, you obviously have a under model in your data folder, which calls on textures that are now not there. Most likely cause you were using a custom under before? If it was my under i'd gladly make it night time for you, with the working textures. Just say so, and il pack it together for you.

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Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [Kimb](#) on Fri, 16 Oct 2009 21:58:38 GMT  
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LeeumDee wrote on Fri, 16 October 2009 16:03Kimb wrote on Fri, 16 October 2009 19:20Not A File

That has nothing to do with my release  
You have conflicting things there, you obviously have a under model in your data folder, which calls on textures that are now not there. Most likely cause you were using a custom under before? If it was my under i'd gladly make it night time for you, with the working textures. Just say so, and il pack it together for you.  
could you pack me an night ver pls? with all needed files and such?

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Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [LeeumDee](#) on Fri, 16 Oct 2009 22:39:47 GMT

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Kimb wrote on Fri, 16 October 2009 22:58  
could you pack me an night ver pls? with all needed files and such?

Sent you a pm

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Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [R315r4z0r](#) on Sat, 17 Oct 2009 03:18:33 GMT  
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Such a simple change makes such a big difference.

The dark sky makes the maps easier on the eyes and more pleasing to look at.

Nice job.

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Subject: Re: [Map Replacement] Night Time Map Pack  
Posted by [GoldDrag](#) on Sun, 18 Oct 2009 00:33:06 GMT  
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Nice =D

new idea;

maybe make a pack with sunset ?

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