
Subject: [Renegade Map] C&C_Tib_Field.mix
Posted by [roszek](#) on Sun, 23 Dec 2012 18:19:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

C&C_Tib_field:

This is a flying map with inf and veh entrances as well as custom small defenses.

The field is well populated with assets such as buildings and trees and other things.

The Nod base has a gdi weapons factory complete with nod textures and logo. The Nod weapons factory has it's own sounds that I created by modifying existing renegade sounds, also, the interior of the WF was lightmapped by Mauler.

You can view a demo of Maulers lightmapped interior here...

You can download the map here...

Some screenshots:

The files below were removed with permission from Taz's C&C_Grand_Canyon.mix, credit for these textures go to him.

Note: I modified the first four textures and renamed them by adding junk at the end of the name.

Also Note: That the buildings(the ones that you can not enter) on the field were downloaded as free assets from the internet.

mjf_grass.tga
mjf_tiberium.tga
mjf_dirt.tga
tiberium.tga
dsp_lightpost2.tga

File Attachments

1) [Screenshot.193.jpg](#), downloaded 1501 times



2) [Screenshot.192.jpg](#), downloaded 1502 times



3) [Screenshot.194.jpg](#), downloaded 1507 times



5) [Screenshot.196.jpg](#), downloaded 1494 times



6) [Screenshot.197.jpg](#), downloaded 1507 times



Subject: Re: [Renegade Map] C&C_Tib_Field.mix
Posted by [ArtyWh0re](#) on Sun, 23 Dec 2012 23:23:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

That looks well good, I love the lighting in it. Look forward to playing it!

Subject: Re: [Renegade Map] C&C_Tib_Field.mix
Posted by [NACHO-ARG](#) on Mon, 24 Dec 2012 00:15:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks very nice.

Subject: Re: [Renegade Map] C&C_Tib_Field.mix
Posted by [zunnie](#) on Mon, 24 Dec 2012 09:24:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very splendid, i love it man, great work.
It is on our server in rotation now
I also made a information page which needs a little updating though txt-wise:
http://www.ultraaow.com/map_tib_field.php

Subject: Re: [Renegade Map] C&C_Tib_Field.mix
Posted by [Jerad2142](#) on Mon, 20 May 2013 22:31:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks pretty sweet, only thing that bothers me is that splotchy green texture (the one that is getting tiled on those hills in the background on the bottom picture).

Subject: Re: [Renegade Map] C&C_Tib_Field.mix
Posted by [Fabian](#) on Fri, 31 May 2013 15:35:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

As the person who made that tiberium texture, credit does not necessarily all go to Taz

(I am the MJF in mjf_grass, mjf_tiberium, and mjf_dirt)

Subject: Re: [Renegade Map] C&C_Tib_Field.mix
Posted by [roszek](#) on Mon, 05 May 2014 19:19:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fabian wrote on Fri, 31 May 2013 08:35As the person who made that tiberium texture, credit does not necessarily all go to Taz

(I am the MJF in mjf_grass, mjf_tiberium, and mjf_dirt)

Ah sorry bout that

Those textures btw are pretty great
