Subject: C&C BasinTS is finished.
Posted by Aircraftkiller on Wed, 18 Jun 2003 01:13:36 GMT
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http://renegade.the-pitts.net/index.php?s=3c1bae0234e6305146d9c746a26e4185&act=ST&f=16&t=3238&view=getlastpost

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=====Renegade Map Readme======
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Map Name: C&C_BasinTS.mix | Version 2.0

Creator: Aircraftkiller

Email: aircraftkiller@cncrenegade.info

Theatre: Late afternoon, desert

Description: The map is set around the time between Tiberian Dawn and Tiberian Sun, the clouds are getting thicker and the climate is changing for the worst. There are three ways into the bases. Over the bridge, along the back trail, or through the basin itself. There are no base defenses in the map except for GDI Guard Towers and Nod Turrets. The Construction Yards repair your base slowly, but steadily... Until they blow up, that is. It also includes Tiberium Silos, which give you an additional credit per second. The strings.tdb file needs to go into your Renegade\data directory so that you can hear the new structures being under attack, or destroyed. Keep it there, because it corresponds with every new level I do with additional structures.

Homepage: http://www.cncrenegade.info ; http://www.cncden.com

Subject: C&C BasinTS is finished.
Posted by gendres on Wed, 18 Jun 2003 01:16:22 GMT
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weeeeeeeee

Subject: C&C BasinTS is finished.
Posted by gendres on Wed, 18 Jun 2003 02:14:23 GMT
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There's one little problem, there are no beacon pedestals that I could find.... At least in the HoN there is none

Subject: C&C BasinTS is finished.
Posted by Aspenth on Wed, 18 Jun 2003 02:55:42 GMT
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Might be just for me, but the Con Yard appears to be graphically glitched. The elevators work, but now it's as if there's no floor or ceiling. I walk in and immediately fall down to the bottom level. I get back into the elevator, try to walk back outside, but I'm down below again; it becomes a neverending cycle and I never get out until I die. Other than that, the map looks great.

Subject: C&C BasinTS is finished.
Posted by Aircraftkiller on Wed, 18 Jun 2003 04:16:39 GMT
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Because you're using the wrong version of C&C Basin. Get the 1.1 version, and it fixes this issue.

Subject: C&C BasinTS is finished.
Posted by Ferhago on Wed, 18 Jun 2003 04:18:58 GMT
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How is this different from your other basin map?

Subject: C&C BasinTS is finished.
Posted by Aircraftkiller on Wed, 18 Jun 2003 04:57:36 GMT
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Maybe try reading the readme file?

Subject: C&C BasinTS is finished.
Posted by Majiin Vegeta on Wed, 18 Jun 2003 05:00:28 GMT
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errm..you released basinTS 2.0..... we goitta get 1.1 to fix th no floor in Nod PP...

Subject: C&C BasinTS is finished.
Posted by Aircraftkiller on Wed, 18 Jun 2003 05:01:59 GMT
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No, wrong. The Power Plant isn't what's affected. It's the Construction Yard, and the older C&C

Basin 1.0 conflicting with the C&C BasinTS 2.0. If you have 1.1, or just remote C&C Basin to begin with, BasinTS will work just fine.

Subject: C&C BasinTS is finished.
Posted by Ferhago on Wed, 18 Jun 2003 05:35:28 GMT
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I read the readme and played the map it seems to be the same as your other basin map but with minor things added

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Subject: C&C BasinTS is finished.
Posted by YSLMuffins on Wed, 18 Jun 2003 06:38:32 GMT
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I'm slightly surprised that I don't see news of this on CNCDen any more.

You know ACK things would be a lot easier if Renegade got all the models from inside the .mix file itself first before searching other .mix files. Then we wouldn't be having this problem, don't you agree? :-\

Anyway I love weather in a map. It's almost as if it's a majority of the coolness factor.

Subject: C&C BasinTS is finished.
Posted by Aircraftkiller on Wed, 18 Jun 2003 07:10:24 GMT
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Yeah, if it read from individual mix files, we wouldn't have a lot of the problems that we do now.

The weather is important to me, yes... This level wouldn't look nearly as cool as it does without the fog effects and the overcast sky. It all depends on how you use it, and in my opinion, I think I did pretty well with it.

The new structures work great, too... along with the strings.tdb addition. Feels like Renegade should have felt, to begin with....

Subject: C&C BasinTS is finished.
Posted by DaveGMM on Wed, 18 Jun 2003 09:59:16 GMT
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Have you changed any of the units to the ones you are commonly putting in on your new maps?

(Recon Bikes, Improved Mammoth tanks etc.)

Subject: C&C BasinTS is finished.
Posted by Havocman on Wed, 18 Jun 2003 15:26:13 GMT
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Dling now.

Yay Working con yards

Subject: C&C BasinTS is finished.
Posted by Wild1 on Wed, 18 Jun 2003 17:25:25 GMT
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Do I only need one of the strings.tdb. Or both from BunkersTS and BasinTS. Should i just rename one or delete one?

Subject: C&C BasinTS is finished.
Posted by Majiin Vegeta on Wed, 18 Jun 2003 20:56:16 GMT
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AircraftkillerNo, wrong. The Power Plant isn't what's affected. It's the Construction Yard, and the older C&C Basin 1.0 conflicting with the C&C BasinTS 2.0. If you have 1.1, or just remote C&C Basin to begin with, BasinTS will work just fine.

sorry was half alseep yes i meant the conyard lol

i removed the basin 1.1 ...and it is fixed..biut how can basin.mix inflict with basin TC.mix? ...im confused

Subject: C&C BasinTS is finished.
Posted by Aircraftkiller on Thu, 19 Jun 2003 04:20:25 GMT
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You won't understand it no matter how I explain it... Just take what I said for granted.

Subject: C&C BasinTS is finished.
Posted by Majiin Vegeta on Thu, 19 Jun 2003 11:36:01 GMT
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AircraftkillerYou won't understand it no matter how I explain it... Just take what I said for granted.

hehheeh give it a shot

Subject: C&C BasinTS is finished.
Posted by Ferhago on Thu, 19 Jun 2003 12:01:01 GMT
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Hey yeah good job on getting the voices to work. That really is helpful.

The fog does hinder gameplay but makes it look better