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Subject: [Release] C&C\_Islands Egypt  
Posted by [Gen\\_Blacky](#) on Fri, 07 Nov 2008 02:18:35 GMT  
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Here is my Egypt map for islands I am Finally releasing this as is, people can change it how they want. I have been working on other maps but not much progress so far. Have fun

[http://i253.photobucket.com/albums/hh48/Gen\\_Blacky/ScreenShot12.png](http://i253.photobucket.com/albums/hh48/Gen_Blacky/ScreenShot12.png)

[http://i253.photobucket.com/albums/hh48/Gen\\_Blacky/ScreenShot11.png](http://i253.photobucket.com/albums/hh48/Gen_Blacky/ScreenShot11.png)

[http://i253.photobucket.com/albums/hh48/Gen\\_Blacky/ScreenShot10.png](http://i253.photobucket.com/albums/hh48/Gen_Blacky/ScreenShot10.png)

[http://i253.photobucket.com/albums/hh48/Gen\\_Blacky/ScreenShot09.png](http://i253.photobucket.com/albums/hh48/Gen_Blacky/ScreenShot09.png)

C&C\_Islands.mix Egypt

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What It Does

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This mod changes all of the texture's names in c&c\_islands.mix. You can change change the maps's skins without affecting other maps. This is used for mutiplayer.

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Installation

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Backup your C&C\_Islands.mix and then replace with mine

C:\Westwood\Renegade\Data\C&C\_Islands.mix

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Changing the skin

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(Skin names not up to date check .w3d for names)

For those who want to change the skins here is a list of skins, just put the renamed skins in data folder.

C:\Westwood\Renegade\Data\

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Skin's Not in Always.dat (Not Renamed) Originally in .mix

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bunkr.dds  
grn2.dds  
grn\_rck2.dds  
grnd1.dds

l01-concrete01.dds  
mtn.dds  
water\_caustic\_gridmike.dds  
wtr1.dds  
wallbase.dds renamed to (w4llbase.dds)  
nod\_mnt05.dds  
snd.dds

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Skins Renamed From Always.dat  
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Mp\_Islands -----

l03\_cann02.dds to l03\_cann03.dds  
l03\_lvrock.dds to B03\_lvrock.dds  
l03\_lvtree.dds to B03\_lvtree.dds  
ref\_ramp.dds to refbramp.dds  
l03\_bushes.dds to B03\_bushes.dds  
gd\_metl.dds to bd\_metl.dds  
gdi\_base.dds to bdi\_base.dds  
gdi\_cmnt.dds to bdi\_cmnt.dds  
gdi\_con.dds to bdi\_con.dds  
gdi\_slit.dds to bdi\_slit.dds  
gdi\_trim.dds to bdi\_trim.dds  
ref\_roll.dds to refbroll.dds  
ref\_side.dds to refbside.dds  
ref\_win4.dds to refbwin4.dds  
ref\_corg.dds to refbcorg.dds  
ref\_nodlogo.dds to refbnodlogo.dds  
ref\_pipe.dds to refbpipe.dds  
rep\_glow.dds to repbglow.dds  
ref\_cemnt.dds to refbcemnt.dds  
ref\_red.dds to refbred.dds  
ref\_gdilogo.dds to refbgdilogo.dds  
ref\_nodlogo.dds to refbnodlogo.dds  
razorw.dds to razorb.dds  
pwr\_red.dds to pwrbred.dds  
pwr\_mtl\_beam01.dds to pwrmtl\_beam01.dds  
ref\_reflect2.dds to refbreflect2.dds  
pwr\_base.dds to pwrbbase.dds  
ob\_ribs.dds to obbribs.dds  
atr\_metal.dds to btr\_metal.dds  
gd\_flor.dds to bd\_flor.dds  
stp\_arrow.dds to btp\_arrow.dds  
hnd\_window.dds to hndbwindow.dds  
hnd\_grill.dds to hndbgrill.dds  
hnd\_cndt.dds to hndbcndt.dds  
hnd\_globe.dds to hndbglobe.dds

hpad\_bolt.dds to hpadbbolt.dds

Island Tunnels -----

l01-concrete01.dds to b01-concrete01.dds

l10\_alienmtl.dds to b10\_alienmtl.dds

lv8\_djam.dds to bv8\_djam.dds

wallbase.dds to w4llbase.dds

ref\_ramp.dds to ref\_r4mp.dds

stp\_tarmak.tga to btp\_tarmak.tga

water\_caustic\_gridmike.dds (not renamed)

Credits to Blacky aka Hash

<http://files.filefront.com/CC+Islands+Egypt+V12zip/;12275708;/fileinfo.html>

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