Subject: Re: C&C_GrandCanyon
Posted by Gen_Blacky on Sun, 27 Feb 2011 18:33:56 GMT

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Taz wrote on Sun, 27 February 2011 08:59Generalcamo wrote on Tue, 22 February 2011 15:15Could you use the Expanded MP Buildings found HERE?

They are packed away in this zip.

What's the difference between this and the normal buildings?

Quote:In some cases you will find variations of the multiplayer buildings that had underground rooms which we ended up cutting. As you may notice, some buildings are very complex and are made of many different models. Usually they are set up so that when you instantiate the model for the exterior of the building, it proxies in all of the other needed models in the proper places. This is advanced stuff and may contain old assets that are missing textures

nothing use the prebuilt buildings with proxies.
http://ren.game-maps.net/index.php?act=category&id=163

Nice work on the map. I increased my renegade draw distance and its looks good.

How did you make the red flashes every so often. I always create a spawner that creates it or an object explosion.