
Subject: C&C Winter Warzone

Posted by [Spetz5](#) on Wed, 01 Feb 2006 00:07:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey guys, I though I would test my fate and upload my First actual working map I made. It's only a Heightfield map so it probably wont be to good. please post comments.

Known bugs

- 2 Forward Nod gun turrets do not shoot for an unknown reason.
- Being a heightfield map, there are no invisible walls.

Please note you will need WinRAR to open this file, as a normal ZIP file is to big

File Attachments

1) [C&C Winter Warzone.rar](#), downloaded 192 times

Subject: Re: C&C Winter Warzone

Posted by [JeepRubi](#) on Wed, 01 Feb 2006 01:34:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Post some screenshots plzthx.

Subject: Re: C&C Winter Warzone

Posted by [CrazyBastard](#) on Wed, 01 Feb 2006 05:32:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes screenshots would be nice thxalot.

also if it dont shoot, it prob a script missing or somthin.

Subject: Re: C&C Winter Warzone

Posted by [JeepRubi](#) on Wed, 01 Feb 2006 13:26:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Put the scripts from your renegade directory in your map folder in a folder called SCRIPTS

Subject: Re: C&C Winter Warzone

Posted by [Oblivion165](#) on Wed, 01 Feb 2006 15:19:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Man, you guys sure do get lazy with the details.

Download and install this:

<http://www.OblivionInteractive.com/files/Scripts.exe>

(Hit Yes on Replace)

Copy Scripts.dll and Scripts2.dll from your C:\Westwood\Renegade directory.

Make a new folder in your Mod Directory. If your mod name for Leveledit is "Winter Zone" then your path is:

C:\Program Files\RenegadePublicTools\LevelEdit\Winter Zone

Name the new folder "Scripts", and paste the two .dll's into that folder. If LE is running, you will need to restart it.

Select your Turret Spawner or otherwise, and goto your scripts tab. Add "JFW_Base_Defence".

Save and Play

Subject: Re: C&C Winter Warzone

Posted by [Spetz5](#) on Wed, 01 Feb 2006 18:09:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

guys, enough with the scripts, I no how to use them, I'm not a total n00b at mapping, I know how to script. heck I even scripted a GDI guard tower to have 4 ceiling guns on it, which also die with it. ./ anyways, il get some SS ASAP

The reason the 2 Turrets don't work is most likely there blind side is facing toward the GDI base (as the left one fired after i past the walls) but all other defenses work. also, you cant get a base kill, the only way to win is by beaconing the pedestal. which there is a real one, and a fake one. it's up to the player to find the right one.