
Subject: Try my map.

Posted by [GrayWolf](#) on Tue, 09 May 2006 22:55:22 GMT

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

Just give it a little try. It's a haunted house. It's not done but this is just a little idea i was messing around with and it some how turned into a haunted house... so there you go give it a try and tell me what you think. I most likely wont up date it but try it anyways.

<http://www.angelfire.com/ult/hero/badnight.zip>

make sure you right click and save target as

Subject: Re: Try my map.

Posted by [Blazer](#) on Wed, 10 May 2006 00:10:18 GMT

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

screenshots?

Subject: Re: Try my map.

Posted by [GrayWolf](#) on Wed, 10 May 2006 00:12:52 GMT

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

Actualy I can't right now I dont have renegade on my pc... lol I made this map when i got my internet shut off for not paying the bill. After i finished the map well finished as much as i was going to do i deleted the game to make room for other stuff.

Subject: Re: Try my map.

Posted by [JeepRubi](#) on Wed, 10 May 2006 12:31:03 GMT

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

From what i could see when it wasnt crashing it looked cool, with the ghost havoc and stuff. But every time i turn and look at certain things my renegade crashes, anyone else have the same problem?

Subject: Re: Try my map.

Posted by [Fifaheld](#) on Wed, 10 May 2006 13:23:46 GMT

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

yes same problem

Subject: Re: Try my map.
Posted by [GrayWolf](#) on Wed, 10 May 2006 17:42:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

hummm im going to go mess with it today and see if i can find and fix that problem

could you tell me what you looked at that made it crash?

Subject: Re: Try my map.
Posted by [Oblivion165](#) on Wed, 10 May 2006 17:55:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

i walked it all out, no problems here. The only thing i can think of is that i havent updated to the newest scripts yet. But i doubt there is anything in there that would do it.

this map reminds me of my halloween maps...hehe

Subject: Re: Try my map.
Posted by [GrayWolf](#) on Wed, 10 May 2006 18:53:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok I think I fix the problem. I just finished up loading the fixed one. I also fixed my missing texture.

Oh and Oblivion165 did you ever finish or release that tutorial about advanced bot ai? I really want that so i can finish work on my renegade theft auto map. lol heres some pics of my work that I plan on turning into renegade theft auto.

This is my work cept that camaro someone else did that.
these pics were taken in 3ds max 8

File Attachments

1) [city1.jpg](#), downloaded 598 times



Subject: Re: Try my map.
Posted by [Aprime](#) on Wed, 10 May 2006 22:41:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does it actually look like this in-game?

Although the map design itself seems to be fairly simple, it looks good.

Subject: Re: Try my map.
Posted by [GrayWolf](#) on Wed, 10 May 2006 23:18:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah it should look like that and its going to be a little more detailed then that when im dont but i have barely even started that project.