
Subject: [Map Replacement] C&C Mesa
Posted by [LeeumDee](#) on Sat, 29 Aug 2009 14:56:57 GMT
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Changed some textures, added tiberium smoke over tib fields, lights in the cave and made it night time.

Video: <http://www.youtube.com/watch?v=mjYEEY-MKd0g>

Image previews

Only tested online on my computer, so please report any bugs here.

Download attached.
Unpack rar and put C&C_Mesa.mix in your data folder to install.

File Attachments

1) [C&C_Mesa Map Replacement by LeeumDee.rar](#), downloaded 307 times

Subject: Re: [Map Replacement] C&C Mesa
Posted by [JsxKeule](#) on Sat, 29 Aug 2009 15:12:47 GMT
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lol 5 mins ago
i wanted to make a request for a darker mesa
nice 1

Subject: Re: [Map Replacement] C&C Mesa
Posted by [Starbuzz](#) on Sat, 29 Aug 2009 16:01:42 GMT
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Absolutely amazing, Leeum! I have been hunting for total night maps for all the official WW maps and this one is perfect. This one will be permanent for me.

It will be great if you could do a night pack for all the official maps! I will really like it!

Subject: Re: [Map Replacement] C&C Mesa
Posted by [DarkKnight](#) on Sat, 29 Aug 2009 16:55:28 GMT
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very nice, downloading now

Subject: Re: [Map Replacement] C&C Mesa
Posted by [Knight](#) on Sat, 29 Aug 2009 17:34:41 GMT
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Kick ass
Downloaded.

Subject: Re: [Map Replacement] C&C Mesa
Posted by [ErroR](#) on Sat, 29 Aug 2009 17:40:09 GMT
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Looks like a totally different map. Great work downloaded

Subject: Re: [Map Replacement] C&C Mesa
Posted by [ArtyWh0re](#) on Sat, 29 Aug 2009 18:36:55 GMT
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Just downloaded, awesome

Subject: Re: [Map Replacement] C&C Mesa
Posted by [GEORGE ZIMMER](#) on Sat, 29 Aug 2009 19:27:13 GMT
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Impressive, you didn't do something over the top - something that's legitimately interesting without having to have a strip club inside it.

Hope to see more like this from you.

Subject: Re: [Map Replacement] C&C Mesa
Posted by [Gen_Blacky](#) on Sat, 29 Aug 2009 22:53:02 GMT
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0_o great job , I going to use this one.

Edit:

Here are few tib gas emitters (different size and mist). Also 3 different tiberium crystals. Thought you might want them since you are working on re textured maps.

File Attachments

1) [Tiberium Emitters and Crystals.zip](#), downloaded 207 times

Subject: Re: [Map Replacement] C&C Mesa
Posted by [Bulldawg](#) on Sun, 30 Aug 2009 00:26:28 GMT
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Hmm, mine seems to be having issues.

Subject: Re: [Map Replacement] C&C Mesa
Posted by [LeeumDee](#) on Sun, 30 Aug 2009 00:39:24 GMT
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Bulldawg wrote on Sat, 29 August 2009 19:26Hmm, mine seems to be having issues.

-image-

Hmmm, weird.
Try adding the file I attached to this post to your Data folder and tell me if it fixes your problem

File Attachments

1) [f10_cliff1.dds](#), downloaded 215 times

Subject: Re: [Map Replacement] C&C Mesa
Posted by [Bulldawg](#) on Sun, 30 Aug 2009 01:01:40 GMT
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LeeumDee wrote on Sat, 29 August 2009 20:39Bulldawg wrote on Sat, 29 August 2009 19:26Hmm, mine seems to be having issues.

-image-

Hmmm, weird.

Try adding the file I attached to this post to your Data folder and tell me if it fixes your problem

Problem solved, thanks.

Subject: Re: [Map Replacement] C&C Mesa
Posted by [Hugh72](#) on Sun, 30 Aug 2009 01:38:16 GMT
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fucking awesome i gonna to use this... Downloaded

PS mesa.mix should use backup somewhere folder before u install it

Subject: Re: [Map Replacement] C&C Mesa
Posted by [Hugh72](#) on Sun, 30 Aug 2009 03:44:09 GMT
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there is two bugs here screen shot...

File Attachments

1) [Cave.jpg](#), downloaded 1032 times



2) [Bridge tunnel.jpg](#), downloaded 1048 times



Subject: Re: [Map Replacement] C&C Mesa
Posted by [LeeumDee](#) on Sun, 30 Aug 2009 04:00:06 GMT
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Hugh72 wrote on Sat, 29 August 2009 22:44there is two bugs here screen shot...

-images-

Try putting the file attached in this post to your Data folder.
Anyone else getting any bugs? I may repack it, if loads of people are missing random textures.

File Attachments

1) [f11_gravel.dds](#), downloaded 240 times

Subject: Re: [Map Replacement] C&C Mesa
Posted by [Hugh72](#) on Sun, 30 Aug 2009 04:09:28 GMT
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LeeumDee wrote on Sat, 29 August 2009 23:00Hugh72 wrote on Sat, 29 August 2009 22:44there is two bugs here screen shot...

-images-

Try putting the file attached in this post to your Data folder.
Anyone else getting any bugs? I may repack it, if loads of people are missing random textures.

Fixed thanks

Subject: Re: [Map Replacement] C&C Mesa
Posted by [Gen_Blacky](#) on Sun, 30 Aug 2009 05:15:54 GMT
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repack it , your missing all the light map texture. Only does to me because I have it on multi textured lightmaps I think.

mp_mesa_lm+0.dds - mp_mesa_lm+93.dds

File Attachments

1) [lol.JPG](#), downloaded 599 times



Subject: Re: [Map Replacement] C&C Mesa
Posted by [Hugh72](#) on Sun, 30 Aug 2009 07:15:53 GMT
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OMG

Subject: Re: [Map Replacement] C&C Mesa
Posted by [Mr.Mom](#) on Sun, 30 Aug 2009 08:18:42 GMT
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Gen_Blacky wrote on Sat, 29 August 2009 22:15: repack it, you're missing all the light map texture. Only does to me because I have it on multi-textured lightmaps I think.

mp_mesa_lm+0.dds - mp_mesa_lm+93.dds

Mine looks the same as his ^^

Subject: Re: [Map Replacement] C&C Mesa
Posted by [Xena](#) on Sun, 30 Aug 2009 08:49:18 GMT
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Seeing the title I was hoping it would look good. But IMO it's a bit of a boring map like this.

Subject: Re: [Map Replacement] C&C Mesa
Posted by [LeeumDee](#) on Mon, 31 Aug 2009 03:17:30 GMT
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People who have been having problems; try the new mix I've attached here. I've added all the lightmap textures to the mix, thanks to help from Blacky.

File Attachments

1) [C&C_Mesa_Map_Replacement_by_LeeumDee.rar](#), downloaded 250 times
