

---

Subject: BW Pack [backgrounds]

Posted by [zeratul](#) on Sat, 19 Feb 2011 20:52:51 GMT

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

---

This is different backgrounds from several maps.

this includes the original BWBackground for Nod

sadly GDI original has been lost forever due to old download not including the actual background (could have sworn it did).

but anyway here it is ill also be releasing a slideshow version if i can ever figure out how that is done if it is even possible.

GDI Images

---

### File Attachments

1) [Backgrounds.rar](#), downloaded 265 times

2) [CityGDI.png](#), downloaded 965 times



3) [FieldGDI.png](#), downloaded 953 times



4) [HourglassGDI.png](#), downloaded 950 times



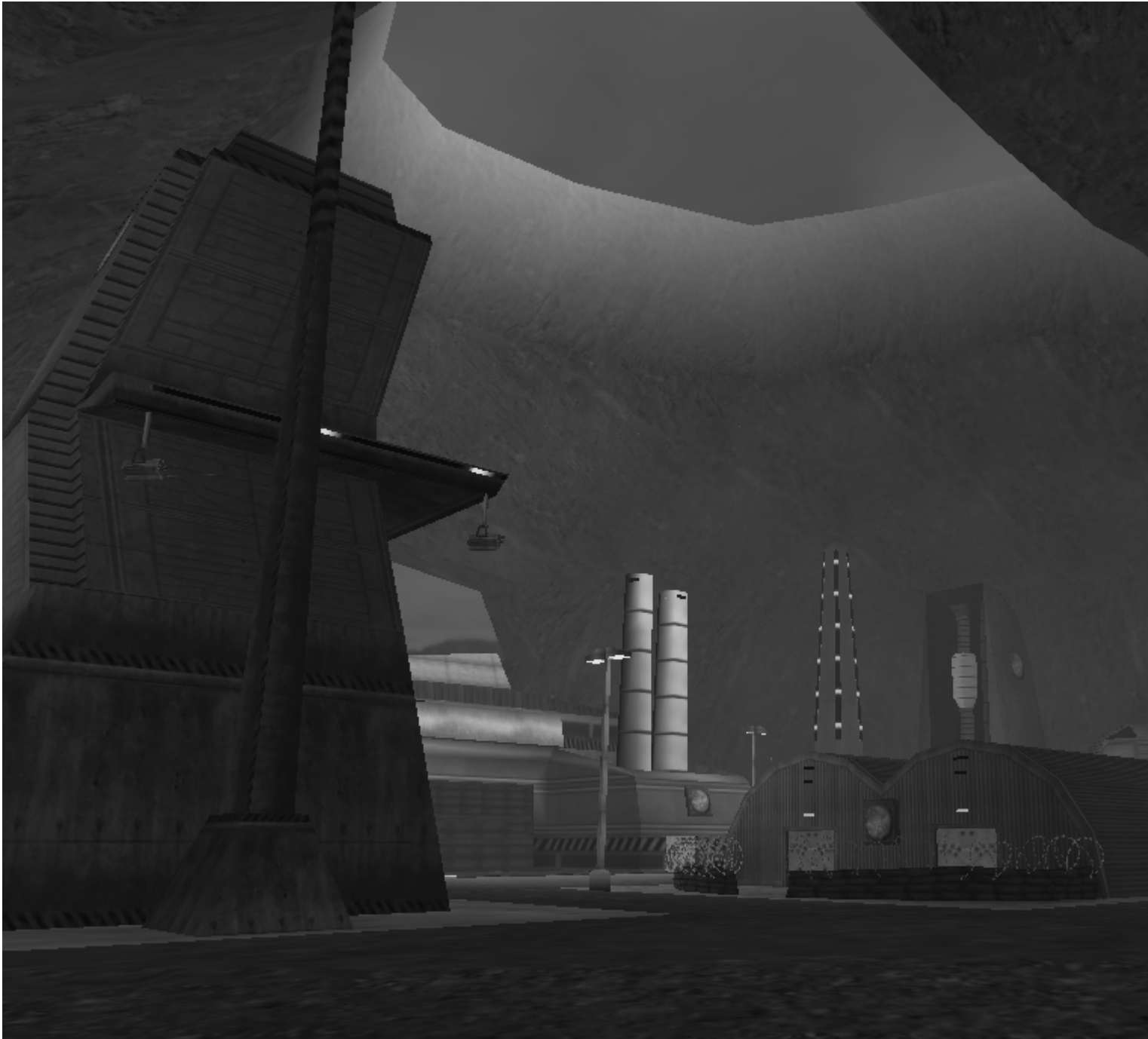
5) [IslandsGDI.png](#), downloaded 955 times



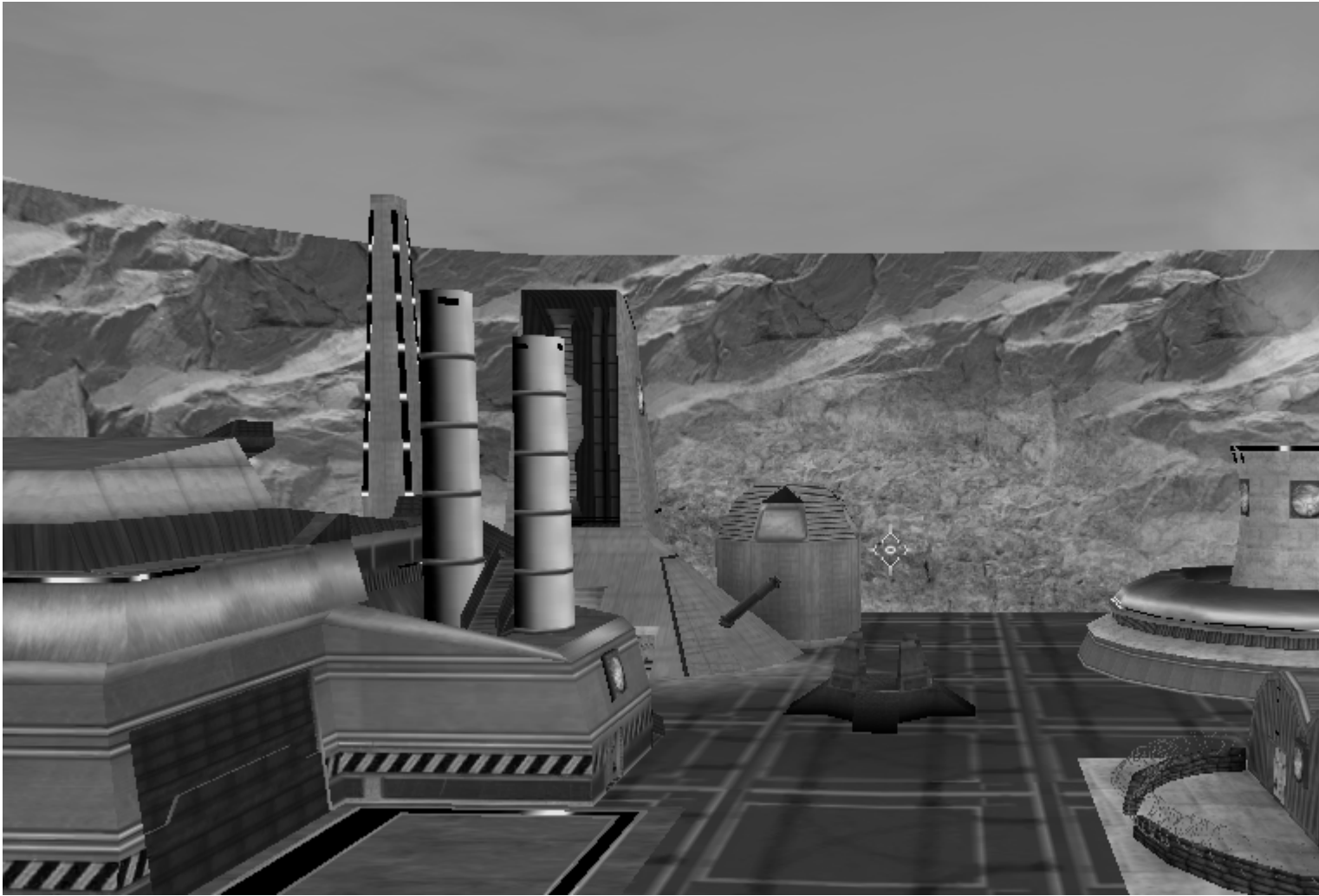
6) [MesaGDI.png](#), downloaded 961 times



7) [SkirmishGDI.png](#), downloaded 930 times



8) [WallsGDI.png](#), downloaded 934 times



---

Subject: Re: BW Pack [backgrounds]  
Posted by [zeratul](#) on Sat, 19 Feb 2011 20:57:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Due to 10 file limit double post necessary.  
Nod Images

---

### File Attachments

1) [CityNod.png](#), downloaded 821 times



2) [FieldNod.png](#), downloaded 820 times



3) [HourglassNod.png](#), downloaded 821 times



4) [IslandsNod.png](#), downloaded 802 times



5) [MesaNod.png](#), downloaded 793 times



6) [SkirmishNod.png](#), downloaded 815 times



7) [SkirmishNodOriginal.png](#), downloaded 781 times



8) [WallsNod.png](#), downloaded 792 times



---

Subject: Re: BW Pack [backgrounds]  
Posted by [renalpha](#) on Sun, 20 Feb 2011 01:18:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller come on in!!!!

Seriously the point of this is? I recommend you to combine these rotating backgrounds with one of my tracks. Community members will appreciate that.

---

Subject: Re: BW Pack [backgrounds]

Posted by [slosha](#) on Sun, 20 Feb 2011 16:57:51 GMT

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

---

You should add a little more to them.

---

---

Subject: Re: BW Pack [backgrounds]

Posted by [zeratul](#) on Sun, 20 Feb 2011 17:12:04 GMT

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

---

ive thought of a few things i could do. such as keeping the team colors in or have an in base battle going on

---

---

Subject: Re: BW Pack [backgrounds]

Posted by [renalpha](#) on Sun, 20 Feb 2011 22:49:25 GMT

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

---

team colors would be awesome, in the back.dds there is also a rotating animation. maybe you could do something with a team logo over there. would be epic.

---

---

Subject: Re: BW Pack [backgrounds]

Posted by [zeratul](#) on Sun, 20 Feb 2011 23:14:46 GMT

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

---

my skills are to low to do that due to the fact its not one whole thing or halfed

---

---

Subject: Re: BW Pack [backgrounds]

Posted by [Omar007](#) on Sun, 20 Feb 2011 23:57:46 GMT

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

---

renalpha wrote on Sun, 20 February 2011 23:49team colors would be awesome, in the back.dds there is also a rotating animation. maybe you could do something with a team logo over there. would be epic.

That rotating is actually a still texture put on an animated plane.

DDS can't be animated afaik. Atleast not by itself.

EDIT:

I'm not sure but if you'd know the memory address of the mainmenu background, I guess you could change that once in a while to another image (scripts)

---

---

Subject: Re: BW Pack [backgrounds]

---

Posted by [Altzan](#) on Mon, 21 Feb 2011 06:04:05 GMT

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

---

Maybe add some graphical effects?

inb4needsmorebloom

---

Subject: Re: BW Pack [backgrounds]

Posted by [Gohax](#) on Mon, 21 Feb 2011 15:18:09 GMT

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

---

Altzan wrote on Sun, 20 February 2011 23:04Maybe add some graphical effects?

inb4needsmorebloom

Needs more bloom

Like them, though team colors would make them a bit better. Maybe take some of fanmaps too. Bunkers\_TS might be a pretty good ss. Or even Siege.

---

Subject: Re: BW Pack [backgrounds]

Posted by [Spyder](#) on Mon, 21 Feb 2011 18:10:15 GMT

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

---

Gohax wrote on Mon, 21 February 2011 16:18Altzan wrote on Sun, 20 February 2011 23:04Maybe add some graphical effects?

inb4needsmorebloom

Needs more bloom

Like them, though team colors would make them a bit better. Maybe take some of fanmaps too. Bunkers\_TS might be a pretty good ss. Or even Siege.

Nothing beats Glacier\_Flying

---

Subject: Re: BW Pack [backgrounds]

Posted by [zeratul](#) on Mon, 21 Feb 2011 22:51:58 GMT

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

---

Spyder wrote on Mon, 21 February 2011 12:10

Nothing beats Glacier\_Flying  
thatd be great to have a background of

---