Subject: New Map Idea:Based on Mission 10
Posted by PCWizzardo on Wed, 23 Jul 2003 01:54:39 GMT
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W9ouldn't that make a perfect MP map?
If you took just half of the map (cut on a line between the centers of the 2 short walls, take the half with the airstrip) and mirror-copied it, you would have the perfect layout for a MP map. I'd do it myself, but the W3d_>GMax importer loses the textures, and I don't want to retexture it. Does anybody know where to find a textured GMAX of that map?

Subject: New Map Idea:Based on Mission 10
Posted by Ferhago on Wed, 23 Jul 2003 11:08:23 GMT
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Which one is number ten again?

Subject: New Map Idea:Based on Mission 10
Posted by ohmybad on Wed, 23 Jul 2003 14:17:14 GMT
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Isnt that the boat mision? But im not sure.

Subject: New Map Idea:Based on Mission 10
Posted by PiMuRho on Wed, 23 Jul 2003 15:29:04 GMT
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There's only one mission with an airstrip in, isn't there? The one with the UFO.

Subject: New Map Idea:Based on Mission 10
Posted by YSLMuffins on Wed, 23 Jul 2003 16:15:12 GMT
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That is the mission where Havoc must plant the Ion Cannon beacon in front of the Temple of Nod!!!!!!!

Suck it up, if you really want to make this map, you should really put out the effort to make it.

Subject: New Map Idea:Based on Mission 10
Posted by ohmybad on Wed, 23 Jul 2003 16:23:05 GMT
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I think a ship dm level would be kool   I think i'll get to work on it...if that damn xcc mixer didnt crash all the time

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Subject: New Map Idea:Based on Mission 10
Posted by Vitaminous on Wed, 23 Jul 2003 16:37:18 GMT
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ohmybadI think a ship dm level would be kool   I think i'll get to work on it...if that damn xcc mixer didnt crash all the time

...It has been done...

Subject: New Map Idea:Based on Mission 10
Posted by ohmybad on Wed, 23 Jul 2003 17:09:20 GMT
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oh :oops: Ive never seen it.

Subject: New Map Idea:Based on Mission 10
Posted by Jaspah on Wed, 23 Jul 2003 17:11:11 GMT
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AprimeohmybadI think a ship dm level would be kool   I think i'll get to work on it...if that damn xcc mixer didnt crash all the time

...It has been done...

Yup...

Here..

Subject: New Map Idea:Based on Mission 10
Posted by PCWizzardo on Wed, 23 Jul 2003 17:56:57 GMT
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I would make a map based on mission 10, but I don't want to have to retexture the whole map. Anybody know where to find a TEXTURED Gmax of that map?

Subject: New Map Idea:Based on Mission 10
Posted by Deactivated on Wed, 23 Jul 2003 18:31:25 GMT

Or how about making a DM map from Nod Reserach Center found in "Evolution of Evil" SP mission? Each floor would be a new map.

Subject: New Map Idea:Based on Mission 10
Posted by PCWizzardo on Sat, 16 Aug 2003 17:49:39 GMT

Anybody know where to find a TEXTURED Gmax of that map?

Anybody know where to find a TEXTURED Gmax of that map?

PLEASE, just answer my question (hopefully with a working link)!

Subject: New Map Idea:Based on Mission 10
Posted by General Havoc on Sat, 16 Aug 2003 18:00:52 GMT

There is no gmax textured version.

There is no gmax textured version.

You need to use the W3D importer and import the map into RenX. I didn't know you loose the textures I just thought it didn't display them until you export it. I hardly use the W3D imported so I cant remember.

YSLMuffins: did you have to re-texture volcano flying?

Subject: New Map Idea:Based on Mission 10
Posted by PCWizzardo on Sat, 16 Aug 2003 18:26:15 GMT

I tried exporting, no textures in W3DView. Don't wanna hafta retexture.

Subject: New Map Idea:Based on Mission 10
Posted by Ferhago on Sat, 16 Aug 2003 20:05:05 GMT

Both the tech center in evolution of evil and the entire map in mission ten have already been made into multiplayer maps

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Subject: New Map Idea:Based on Mission 10
Posted by PCWizzardo on Sat, 16 Aug 2003 20:37:14 GMT
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but I don't want to use the WHOLE map; I want to alter the terrain and place buildings differently!

Subject: New Map Idea:Based on Mission 10
Posted by Aircraftkiller on Sat, 16 Aug 2003 20:43:33 GMT
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Oh STFU and make it, or don't. No one is going to hold your hand and do it for you.

Subject: New Map Idea:Based on Mission 10
Posted by PCWizzardo on Sat, 16 Aug 2003 20:45:32 GMT
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I can do it, but first I need to have it in GMax form, WITH the textures INTACT!

Subject: New Map Idea:Based on Mission 10
Posted by PCWizzardo on Sat, 16 Aug 2003 20:46:23 GMT
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I can do it, but first I need the map in GMax form with textures INTACT! W3d Importer won't do this.

Subject: New Map Idea:Based on Mission 10
Posted by Infinint on Sat, 16 Aug 2003 20:48:10 GMT
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wasent there something you could do that would make gmax find the renegade texture for the imported w3d?

Subject: New Map Idea:Based on Mission 10
Posted by YSLMuffins on Sat, 16 Aug 2003 22:42:45 GMT
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General HavocThere is no gmax textured version.

YSLMuffins: did you have to re-texture volcano flying?

No, I did not touch the base terrain, just the "includes" w3d which contained mostly the lava flows, tiberium crystals, and physical barriers.

Subject: New Map Idea:Based on Mission 10
Posted by Spike on Sat, 16 Aug 2003 23:22:22 GMT
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PiMuRhoThere's only one mission with an airstrip in, isn't there? The one with the UFO.

The mission on the island (4 i think) had an airstrip also

Subject: New Map Idea:Based on Mission 10
Posted by boma57 on Sat, 16 Aug 2003 23:58:26 GMT
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Infinintwasent there something you could do that would make gmax find the renegade texture for the imported w3d?

Saving the texture it needs as .tga with the same filename will do it, but it won't work with multi-textured items like an entire level.

Subject: New Map Idea:Based on Mission 10
Posted by Deactivated on Sun, 17 Aug 2003 09:23:42 GMT
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SpikePiMuRhoThere's only one mission with an airstrip in, isn't there? The one with the UFO.

The mission on the island (4 i think) had an airstrip also

Don't forget about the ending of mission 2 where you have to fight against Mendoza.

Subject: New Map Idea:Based on Mission 10
Posted by Dante on Sun, 17 Aug 2003 23:48:19 GMT
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SpikePiMuRhoThere's only one mission with an airstrip in, isn't there? The one with the UFO.

The mission on the island (4 i think) had an airstrip also

that was a big fucking airstrip to if i recall... you couldn't walk up to the pad from one side.

Subject: New Map Idea:Based on Mission 10
Posted by PCWizzardo on Mon, 18 Aug 2003 00:51:44 GMT
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Will people PLEASE just post on-topic so they can help me?!

Subject: Re: New Map Idea:Based on Mission 10
Posted by Dante on Mon, 18 Aug 2003 01:19:06 GMT
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damn, ok, fine, here is on topic.

PCWizzardoW9ouldn't that make a perfect MP map?
If you took just half of the map (cut on a line between the centers of the 2 short walls, take the half with the airstrip) and mirror-copied it, you would have the perfect layout for a MP map. I'd do it myself, but the W3d_>GMax importer loses the textures, and I don't want to retexture it. Does anybody know where to find a textured GMAX of that map?

get the right importer.

Subject: New Map Idea:Based on Mission 10
Posted by PCWizzardo on Mon, 18 Aug 2003 01:24:25 GMT
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where can I find one that keeps the textures?

Subject: New Map Idea:Based on Mission 10
Posted by Ferhago on Mon, 18 Aug 2003 16:57:23 GMT
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Yeah the single player buildings were great. So big.

That would be a neat mad idea. Replacing all the multiplayer building models with the huge ass single player ones.

Subject: New Map Idea:Based on Mission 10
Posted by snipefrag on Mon, 18 Aug 2003 23:21:14 GMT
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You used to be able to download the single player versions of most of these maps to edit them... thats how my brother edited Temple_Dm (level 11) into a proper multiplayer map check it out its quite good has a lot of extra charictars. I think i still have the levels on my HD but i am sure you

can download them somewhere cause me and my bro did (halo38).

Good night i am V tierd..

Subject: New Map Idea:Based on Mission 10
Posted by Griever92 on Tue, 19 Aug 2003 06:08:05 GMT
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AircraftkillerOh STFU and make it, or don't. No one is going to hold your hand and do it for you.

well said