
Subject: [map]C&C Epocilation Release!

Posted by [R315r4z0r](#) on Sat, 22 Sep 2007 23:46:47 GMT

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

Woot! I finished it up today. And I know there are maybe one or two small VIS errors here and there, but they were too small of a problem to actually redo the entire VIS network, so I just left them. They aren't big deals.

So anyway, here is the readme (PLEASE READ THE INSTALLATION INSTRUCTIONS):

Map: C&C_Epocilation.mix

Version: 1.2 - Public Release 1

Thank you for downloading my map

Installation-----

Download includes:

-C&C_Epocilation.mix

-Strings.tdb

-ReadMe.txt

To install this map, select both "C&C_Epocilation.mix" and "Strings.tdb" found in this folder, and put it into your Command & Conquer: Renegade Data directory.

Don't know where that is?

Here are the default paths:

CD-R:

C://Westwood/Renegade/Data

TFD DVD:

C://Program Files/EA Games/Command & Conquer The First Decade/Command & Conquer Renegade(tm)/Renegade/Data

After you move the files into there, you will be able to select it as a playable map within Renegade!

NOTE

Copying Strings.tdb is the file needed to hear building announcements for buildings such as the Construction Yard, Tiberian Silos, and Repair Pads. If you already have a copy of Strings.tdb, you may still need to overwrite it for the sounds to work ON THIS MAP. But in doing so, you may disable said sounds on other maps. Copying Strings.tdb into your data folder is at the user's own discretion, and I am not responsible for any negative effects of doing so.

Description-----

Epocilation takes place a few miles off the boarder of Austria. Heavy minerals in the ground have proven valuable for a while, even in before Tiberium had hit the Earth. These minerals have spawned new Tiberium and this particular area is of interest to Nod because of the sightings of the new rare form of Blue Tiberium. GDI is also interested in studying more about the Blue substance to understand more than what they already know, but their first priority is to eliminate the Nod threat.

It just so happens that these blue resorces have surfaced in the center of the major traveling intersection over the boarder of Austria and Hungry. The small cities in the area have been evacuated, and forces of both GDI and Nod are increasing rapidly.

The bases are large, each featuring duel base defenses, as well as 4 minor base defenses. The map also features Tiberium Silos, which generate extra funds per second. Repair pads, for all your vehicle repairing needs. And a Construction Yard, to handle minor base maintenance and repair. The map is flight enabled, and each team has anti-air defenses. Nod features 2 SAM sites, while GDI features 2 Anti-Air Cannons designed with Apaches in mind. This map was designed for big team battles, and loads of cooperation.

Credits-----

(Alphabetical Order)

Alex226 -Bug Tester
alz45 - Bug Tester
Archcasp - Bug Tester
Brandon (Webmas7er) - Bug Tester
ChuckNorris - Bug Tester
Cmatt42 - Bug Tester
crazfulla - Bug Tester/Author of Building Announcements and Player Harvester tutorials on www.Renhelp.net
Dawgboy12 - Bug Tester
Drthsmily - Bug Tester
GrayWolf - Quick Tip relating to building mesh naming
IronWarrior - Bug Tester/Helpful suggestions
Jonwil - Latest custom scripts
Muad Dib15 - Bug Tester
Nameme99 - Bug Tester/Advice on with various problems
NeoSaber - Assests such as Harvester and Recon Bike PT Icons
nopol10 - Bug Tester
Popupytp - Bug Tester
Reborn - Bug Tester/backup file hosting
Ryu - Bug Tester
Sadukar09 - Bug Tester
Slayer9x9 - Bug Tester
The Merovingian - Various Advice relating to building functions
Titan1x77 - Bug Tester/VIS Suggestions and help/Advice
TSS888 - Bug Tester

Tunaman - Bug Tester

YSLMuffins - Author of VIS tutorial at www.Renhelpp.net

And everyone else who participated in the public BETA.

Legal Stuff-----

Any and all original content within the map is subject to its creator (R315r4z0r), and may not be used, borrowed, or taken without specific consent from the creator (R315r4z0r).

Authors of objects from outside sources have been included in the credits list above. Any and all content belonging to them, is their property and should not be used without consent of the creator(s).

Contact Information-----

If you ever need to contact me for any reason;
Bugs you found, installation help, ect.
Feel free to email me at R315razor@optonline.net

Have fun!

And somethings that I changed since the BETA:

- Turrets now fire no matter what, even if you are running Renegade Resurrection.
- Fixed a problem with the Nod Construction Yard not repairing the power plant.
- Fixed extensive VIS errors.
- Smoothed out main Tiberium patches.
- Added new scenery.
- Adjusted smoke emitters to hopefully work towards better game play.
- Added more temporary smoke emitters (will disappear after 2000 'puffs' or about 7-10 min.

Here is the download link: <http://files.filefront.com/CC+Epocilationrar;/8618074;/fileinfo.html>
(Copy and paste into URL box in your browser)

If you wish to mirror my map like some of you have requested already, feel free to either contact me and have me upload it, or if you want, you can download the file from here, and upload it yourself. Your choice.

(By the way, I made this it's own topic so more people read it. People probably where getting board of the other thread and weren't checking it even when it was updated, so a new thread, new start.)
