Subject: >> C&C_Theme_Park Deleted !!!!!!! (No More Work Will be
Posted by Anonymous on Fri, 17 May 2002 03:19:00 GMT
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I will no longer be doing any work on C&C_Theme_Park as of today, I am sick and tired of Gmax being so crap and will no longer be doing any work on it until the situation is drastically imporved--Shaun--[May 17, 2002: Message edited by: Planetshaun.co.uk]

Subject: >> C&C_Theme_Park Deleted !!!!!!! (No More Work Will be
Posted by Anonymous on Fri, 17 May 2002 03:25:00 GMT
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Too bad... But thats exactly the same thing I said three days ago... But I can't stop modeling...

Subject: >> C&C_Theme_Park Deleted !!!!!!! (No More Work Will be
Posted by Anonymous on Fri, 17 May 2002 03:30:00 GMT
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I might continue to make levels it does depend as for now C&C_Theme_Park is going down the toilet--Shaun--

Subject: >> C&C_Theme_Park Deleted !!!!!!! (No More Work Will be
Posted by Anonymous on Fri, 17 May 2002 03:40:00 GMT
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NOOO! I was looking forward to that... Oh well... Maybe Gmax will bring out a patch soon...   [May 17, 2002: Message edited by: siegecjj]

Subject: >> C&C_Theme_Park Deleted !!!!!!! (No More Work Will be
Posted by Anonymous on Fri, 17 May 2002 04:52:00 GMT
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You can send your map to me and ill finish it! cpayette@videotron.ca

Subject: >> C&C_Theme_Park Deleted !!!!!!! (No More Work Will be
Posted by Anonymous on Fri, 17 May 2002 05:10:00 GMT
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I know how you feel and thats why i have quit modding for 3 weeks... I lost 3 days work because off a crash while saving

Subject: >> C&C_Theme_Park Deleted !!!!!!! (No More Work Will be
Posted by Anonymous on Fri, 17 May 2002 05:15:00 GMT
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i totaly agree, gmax and level edit are crapy, and get stuck every minute, but dont delete your map yet, maybe Westwood comes with a selution

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Subject: >> C&C_Theme_Park Deleted !!!!!!! (No More Work Will be
Posted by Anonymous on Fri, 17 May 2002 07:22:00 GMT
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 i really was looking forward to that but o well

Subject: >> C&C_Theme_Park Deleted !!!!!!! (No More Work Will be
Posted by Anonymous on Fri, 17 May 2002 09:15:00 GMT
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my gmax never crahses.

Subject: >> C&C_Theme_Park Deleted !!!!!!! (No More Work Will be
Posted by Anonymous on Fri, 17 May 2002 10:12:00 GMT
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Whew.. I'm glad to see that I'm not alone. I'm on my third map attempt, but I doubt I'll finish it.. just like my first two. Gmax runs fine for me, but it has way too many features/options for designing game maps. I still can't figure out how to create tunnels, even after looking through posts about it on here. The biggest problem I have is with object suddenly becoming non-selectable in a view. I can see it and select it in other views, but can't select it in one of the views. Texturing bugged me at first, but it's making more sense now. I would recommend a minimum of 512MB for doing a lot of work in Gmax. It runs much nicer than when I only had 256. Sometimes I have Gmax, Commando, and Renegade itself running at all once. Still get decent FPS in the game, too.My biggest gripe is with the Commando Editor and getting the files from Gmax to Commando. I can't count the times that Commando simply refuses to open the terrain file without crashing. Other times (for vehicles), it claims that the worldbox object doesn't exist yet I specifically made sure that it does and I can see it around the vehicle. It's linked and everything.This current map I'm working on is my last shot. It's considerably simpler is design than my last two, so maybe I'll be able to at least get to a point where I can drive around on it. Sigh.. map making for Renegade just seems so excessively complicated compared to the overall results. I hope other games aren't like this. Where's Renegade Tycoon at??   [May 17, 2002: Message edited by: kubi0461][May 17, 2002: Message edited by: kubi0461]

Subject: >> C&C_Theme_Park Deleted !!!!!!! (No More Work Will be

Posted by Anonymous on Fri, 17 May 2002 10:34:00 GMT
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i never have problems with gmax, only with level edit

Subject: >> C&C_Theme_Park Deleted !!!!!!! (No More Work Will be
Posted by Anonymous on Fri, 17 May 2002 11:31:00 GMT
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i was lookin forward to the map but never mindyou could send it to someone else who would put your name on it to finish it off maybe??**** gmax

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