

---

Subject: Blackhand Studios needs mappers for Core Patch 2

Posted by [jonwil](#) on Tue, 07 Jun 2005 10:16:45 GMT

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

---

Blackhand Studios needs mappers who can help with map fixes for Core Patch 2.

People with GMAX/3D skills are wanted as are people with leveledit skills.

If you are interested, post here (and provide contact details e.g. AIM/ICQ/MSN/email).

Or talk to me on MSN JonathanWilson623@hotmail.com ICQ 77572975 AIM jonwil2002 email jonwil@tpgi.com.au

---

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [danpaul88](#) on Tue, 07 Jun 2005 10:20:31 GMT

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

---

well I can use gmax and leveledit fairly well..but dont know if I would be good enough to help out with cp2...

---

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [reborn](#) on Tue, 07 Jun 2005 11:07:06 GMT

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

---

Zunnie would be the perfect choice, if you asked him I think he would help.

---

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [mac](#) on Tue, 07 Jun 2005 11:16:26 GMT

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

---

Already did, he stepped down.

---

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [WNxCABAL](#) on Tue, 07 Jun 2005 11:46:03 GMT

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

---

what exactly would need doing?

---

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [Titan1x77](#) on Tue, 07 Jun 2005 11:54:51 GMT

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

---

Well Im quite busy with Map's for Reborn right now, but I could always fix up any problems with map's I have made for Renegade.

Also, I do have a few unreleased map's that are almost complete that could be an exclusive map in a patch (after you guys review it ofcourse)

---

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [jonwil](#) on Tue, 07 Jun 2005 12:09:59 GMT

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

---

Titan, lets see these maps

I like your maps so having a Titan original as a BHS exclusive would be COOL

Especially if we cant get C&C\_Deth\_River fixed up (i.e. the lag problems)

---

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [reborn](#) on Tue, 07 Jun 2005 15:24:06 GMT

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

---

<http://www.renegadeforums.com/index.php?t=msg&th=14284&a mp;start=0&rid=3415>

this stuff is what needs to be fixed

plus other fixes in the maps that are going to be released in cp2...

---

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [buzzard](#) on Sat, 11 Jun 2005 18:21:09 GMT

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

---

Ure email doesnt work dude. (Im good at lvledit, id be willing to help out.)

---

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [jonwil](#) on Sun, 12 Jun 2005 00:26:10 GMT

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

---

buzzard wrote on Sat, 11 June 2005 14:21Ure email doesnt work dude. (Im good at lvledit, id be willing to help out.)

Do you have any GMAX skills?

---

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [Aircraftkiller](#) on Sun, 12 Jun 2005 01:22:37 GMT

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

---

The only problem with that is nobody wanted Titan's garbage to be in any of the core patches. You're going to be hard pressed to find anyone decent to do this stuff.

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [Alkaline](#) on Sun, 12 Jun 2005 04:50:32 GMT

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

---

HA!

And if all the posts I had previously weren't enough...

I don't think the maps are as easy to fix as some people would like to believe, e.g. the bug in UrbanRush where the airstrip does not have a working mct and has to be repaired by repair the actual building seemed like an easy fix to do.. WRONG! Apparently it would basically require redoing the entire map...

similarly there are a lot of small bugs here and there but the problem is getting them fixed would require a lot more work, almost the same amount that would be needed to make a map from scratch.

But anyway, you could just scratch some of the silly maps from the list and just use some of Titan's working maps like high\_noon2.1 and terrace

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [danpaul88](#) on Sun, 12 Jun 2005 13:13:52 GMT

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

---

uhm..the MCT bug is probably just caused by the MCT meshes being named with the wrong prefix etc? That would be my first guess anyway...

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [Titan1x77](#) on Sun, 12 Jun 2005 19:40:11 GMT

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

---

danpaul88 wrote on Sun, 12 June 2005 09:13uhm..the MCT bug is probably just caused by the MCT meshes being named with the wrong prefix etc? That would be my first guess anyway...

That could be the case or it could be that the building controller is too far away from the building(if it's placed on the strip)

if it's the wrong prefix, it would have to be edited in g-max, if it's a controller it would have to be re-done in LE.

Either way without the source files it would take some time to get it done.

I'd rather fix up some of my maps (seeing I have the source files) for the CP2 or create a few new maps for the community.

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [buzzard](#) on Mon, 13 Jun 2005 15:08:05 GMT

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

---

I can do some work with Gmax, not every little tiny teeny detail though, but close.

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [danpaul88](#) on Mon, 13 Jun 2005 21:01:12 GMT

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

---

well i guess prefix problem because i believe the airstrip itself can be damaged in-game, so the controller would seem to be close enough based on that...but you could be right

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [CCshark4](#) on Tue, 20 Sep 2005 01:45:18 GMT

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

---

hey guys

I am good with the level edit and kinda good with Gmax the only thing i couldnt get working on my map is the damn harvester it would spawn but it wouldnt move so i need help with that but other than that i might be able to make a map

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [Lijitsu](#) on Tue, 20 Sep 2005 03:29:05 GMT

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

---

Do not bump old threads.

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [JeepRubi](#) on Tue, 20 Sep 2005 23:49:33 GMT

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

---

i could help, im ok at level edit and gmax but i dont know if you would want a 13 year old helpin with cp2. if its ok with you though ill help out.

my msn: JeepRubi@hotmail.com

---