Subject: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Mon, 07 Jan 2008 09:30:39 GMT
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Quote:Command & Conquer: Reborn
Building Preset Pre-Release1/7/08
1/7/2008

Inside you'll find buildings to place on your maps. I've included
placeholders of the Walls, Gates and Defenses that will be included
in the first release. These are objects placed in level edit but
these will help you sculpt your terrain around them. You can then place
them in level edit when upon release.

- Joe

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So you can know submit us infantry maps, the best one will be included in the first release!

File Attachments

1) Reborn_Preset_Beta.rar, downloaded 273 times

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Scrin on Mon, 07 Jan 2008 09:37:31 GMT
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Renardin6 wrote on Mon, 07 January 2008 03:30Quote:Command & Conquer: Reborn
Building Preset Pre-Release1/7/08
1/7/2008

Inside you'll find buildings to place on your maps. I've included
placeholders of the Walls, Gates and Defenses that will be included
in the first release. These are objects placed in level edit but
these will help you sculpt your terrain around them. You can then place
them in level edit when upon release.

- Joe

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So you can know submit us infantry maps, the best one will be included in the first release!
nice ones boss

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by mrÃ£Ã§Ä·z on Mon, 07 Jan 2008 11:35:36 GMT
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I never tryed to make a map, now im going to create my first map =)

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Mon, 07 Jan 2008 12:39:01 GMT
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6 downloads... who are these mappers?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Zion on Mon, 07 Jan 2008 12:50:10 GMT
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Arf!

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by crazfulla on Mon, 07 Jan 2008 12:57:38 GMT
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Random Question, do you need a sky roof for Jumpjet Infantry?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Mon, 07 Jan 2008 13:06:00 GMT
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I think it would be best no?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by crazfulla on Mon, 07 Jan 2008 13:50:30 GMT
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I would also assume you have a model of the TS watch tower but is it player accessable?

The terrain model I have in mind would benefit from some.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Mon, 07 Jan 2008 13:52:42 GMT
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We have one somewhere... this can still be added later.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by crazfulla on Mon, 07 Jan 2008 13:57:02 GMT
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Neat.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Dealman on Mon, 07 Jan 2008 15:54:57 GMT
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I'll try to make one if you make an 3DS Max 8 version of it. Can't handle GmaX I hate it to darn much...

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by crazfulla on Mon, 07 Jan 2008 17:39:54 GMT
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The GDI Barracks is a tad small compared to the rest of the buildings

of course that works for my map as the GDI base area is smaller
seeing it was originally made for normal ren...the AS is farkin huge

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Mad Ivan on Mon, 07 Jan 2008 18:10:12 GMT
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Renardin6 wrote on Mon, 07 January 2008 14:396 downloads... who are these mappers?

+1 Download from me.

I have an idea for a map, but it's not your average C&C Mode Map. I hope it will count

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Mon, 07 Jan 2008 20:00:43 GMT

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why not tell me more

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by [NE]Fobby[GEN] on Mon, 07 Jan 2008 20:11:52 GMT
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crazfulla wrote on Mon, 07 January 2008 07:57Random Question, do you need a sky roof for Jumpjet Infantry?

Ever play with an Orca with no sky roof? You can fly far above the map.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Mon, 07 Jan 2008 20:12:53 GMT
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OMG YES!

I Can finally finish Burrow!

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Spice on Mon, 07 Jan 2008 20:15:52 GMT
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You'll need a character blocker for the jump jet so he can't fly outside of the map.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Mon, 07 Jan 2008 20:47:07 GMT
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Wow, getting the Hand of Nod to fit in an underground cave was harder than I thought.

It was larger than I had anticipated.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Mon, 07 Jan 2008 21:10:58 GMT
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It has been downloaded 16 times here and 28 times on our forum.

I can expect then:

4 maps.
30 curious people.
10 guys who will steal that for their mods...

lol

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Dealman on Mon, 07 Jan 2008 21:12:51 GMT
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Renardin6 wrote on Mon, 07 January 2008 22:10It has been downloaded 16 times here and 28 times on our forum.

I can expect then:

4 maps.
30 curious people.
10 guys who will steal that for their mods...

lol

, well if you could make an 3DS Max 8 version as I said, that would be nice. I have hard time modeling with GmaX, I find the controls and that hard to use.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Spice on Mon, 07 Jan 2008 21:29:06 GMT
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I'll begin working on a 3dsmax8 version of the building preset after the release.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by cpjok on Mon, 07 Jan 2008 21:31:45 GMT
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ok i would work on one. one day but were do i get the Reborn LE s i can make it on there

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Mad Ivan on Mon, 07 Jan 2008 22:33:16 GMT
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Renardin6 wrote on Mon, 07 January 2008 22:00why not tell me more

It's still in early planning stages. More will be revealed when i finish the designs on paper and actually start the modeling process ^_^ . I can only say that Nod will always win on this map .

Also, if any, can you provide some sort of a back story for Nod's characters? Eg. the fiction behind Lilith, the Kerubim, etc?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Mon, 07 Jan 2008 23:04:59 GMT
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I would rather not do that now.

Why?

I plan to replace most of nod infantry especially all the characters based on old reborn design, lillith and flamer trooper... Why? They suck.

Does it change anything to the mod? No. Weapons and all will be the same, let's just say a new model for nod soldier will replace them all with some varation as you have for the current model.

Here is a preview:

This will not delay the mod as it will be released with current models.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Mad Ivan on Mon, 07 Jan 2008 23:13:08 GMT
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Renardin6 wrote on Tue, 08 January 2008 01:04
I plan to replace most of nod infantry especially all the characters based on old reborn design, lillith and flamer trooper... Why? They suck.

My small advice would be to keep the kerubim character intact (well, perhaps a model update or something), since he has a very interesting design, reminding both of Nod's Soviet Empire connection and Nod's incarnation in C&C3 (the headgear).

And perhaps this is the time that i brag (again, just like a few years ago) about including Nod's Toxin Soldier as a character

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Mon, 07 Jan 2008 23:18:20 GMT
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The model we keep for nod are:

Mutant Highjacker, Kerubim, Nod Cyborg Commando.
The rest will be replaced by better models.

Gdi side, we keep umagon, ghostalker and the gdi mutant, the rest will be replaced by better models.

THIS won't delay the mod in any way, the models will be replaced trough patches when done.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by cpjok on Tue, 08 Jan 2008 03:06:37 GMT
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i made a map like i said i would but when i export it to W3D and then open it the W3D viewer has ERROR and turns off

so if you know how i can fix it let me know

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by BlueThen on Tue, 08 Jan 2008 03:07:53 GMT
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cpjok wrote on Mon, 07 January 2008 21:06i made a made
o.O

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by cpjok on Tue, 08 Jan 2008 05:51:59 GMT
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lol spelt it wrong but its now right

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Blazea58 on Tue, 08 Jan 2008 14:23:42 GMT
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I would love to help any team out, but when it comes to the maps, it would be nice if there were some objects predone to import such as vegitation and other misc stuff.

Textures should also already be picked out for maps, so there doesn't end up with some maps that have really low resolution(or high)textures. I find there isen't enough included to even start something half decent that matches with the rest of the maps.
I can surely start some terrain, but when it comes to textures i am at a loss of what textures specifically to use. Like i am sure you don't want maps to be made with tiny 128x128 and 256 textures from normal ren?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Tue, 08 Jan 2008 16:54:16 GMT
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well we are still working on those. Maybe spice could release some plants and objects. I am trying to get them all in one archive.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Ryu on Tue, 08 Jan 2008 20:09:27 GMT
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A little something Zion whipped up, Credits go to him.

I'll be doing ze level edit work.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Zion on Tue, 08 Jan 2008 20:11:26 GMT
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20-30% complete...

Cliffs will be redone completely...

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by renalpha on Tue, 08 Jan 2008 21:41:59 GMT
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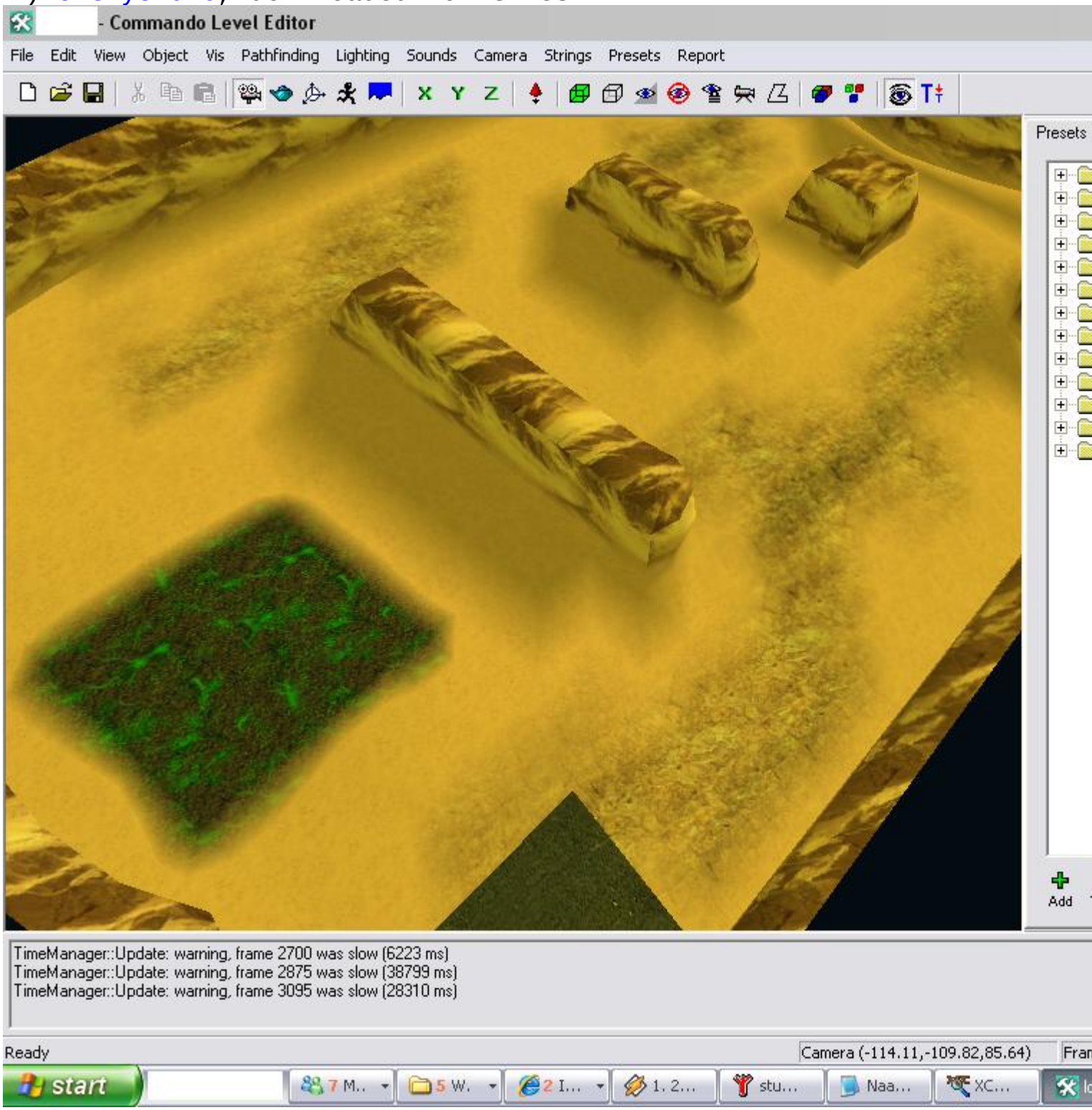
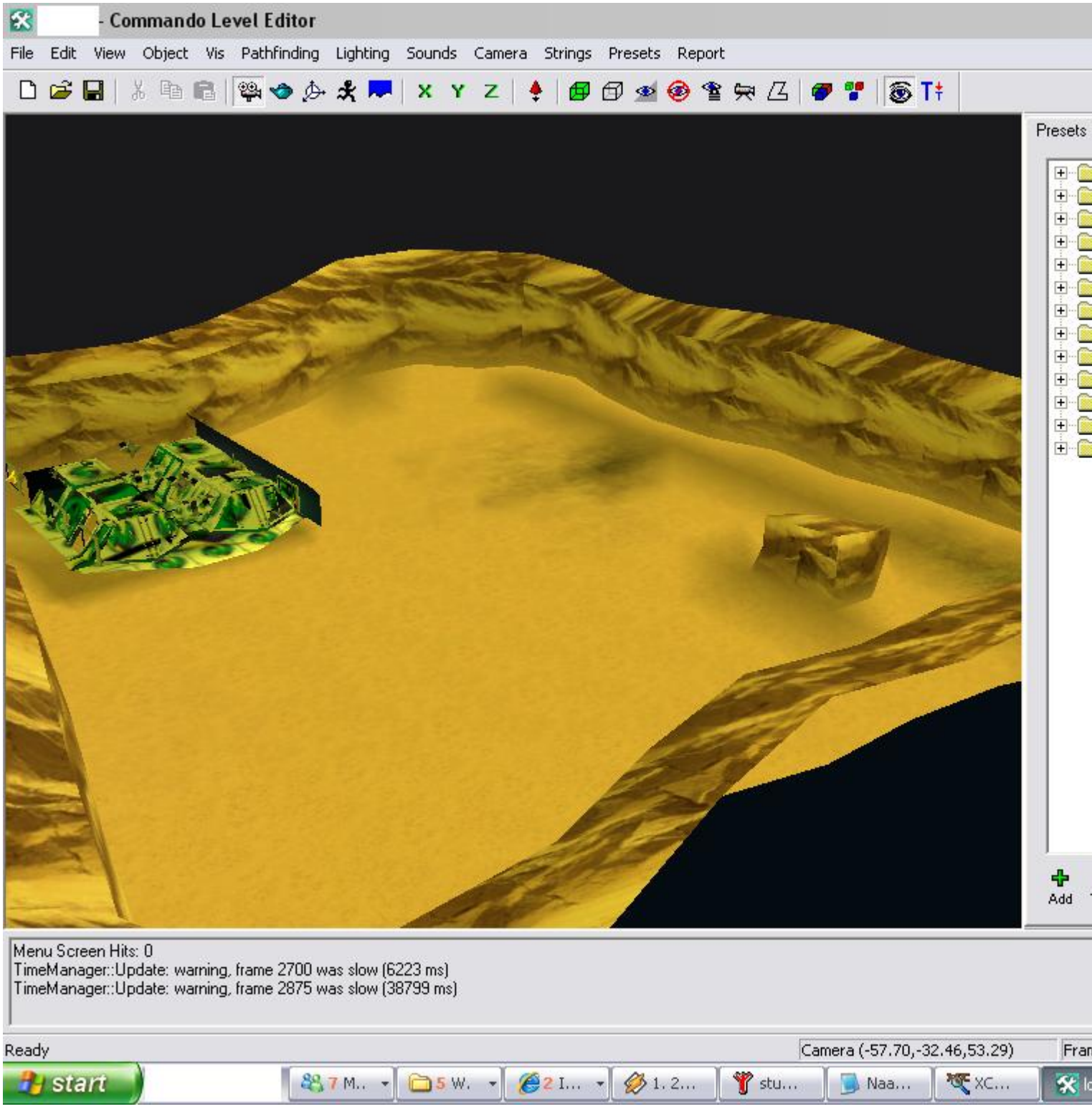
my entry

File Attachments

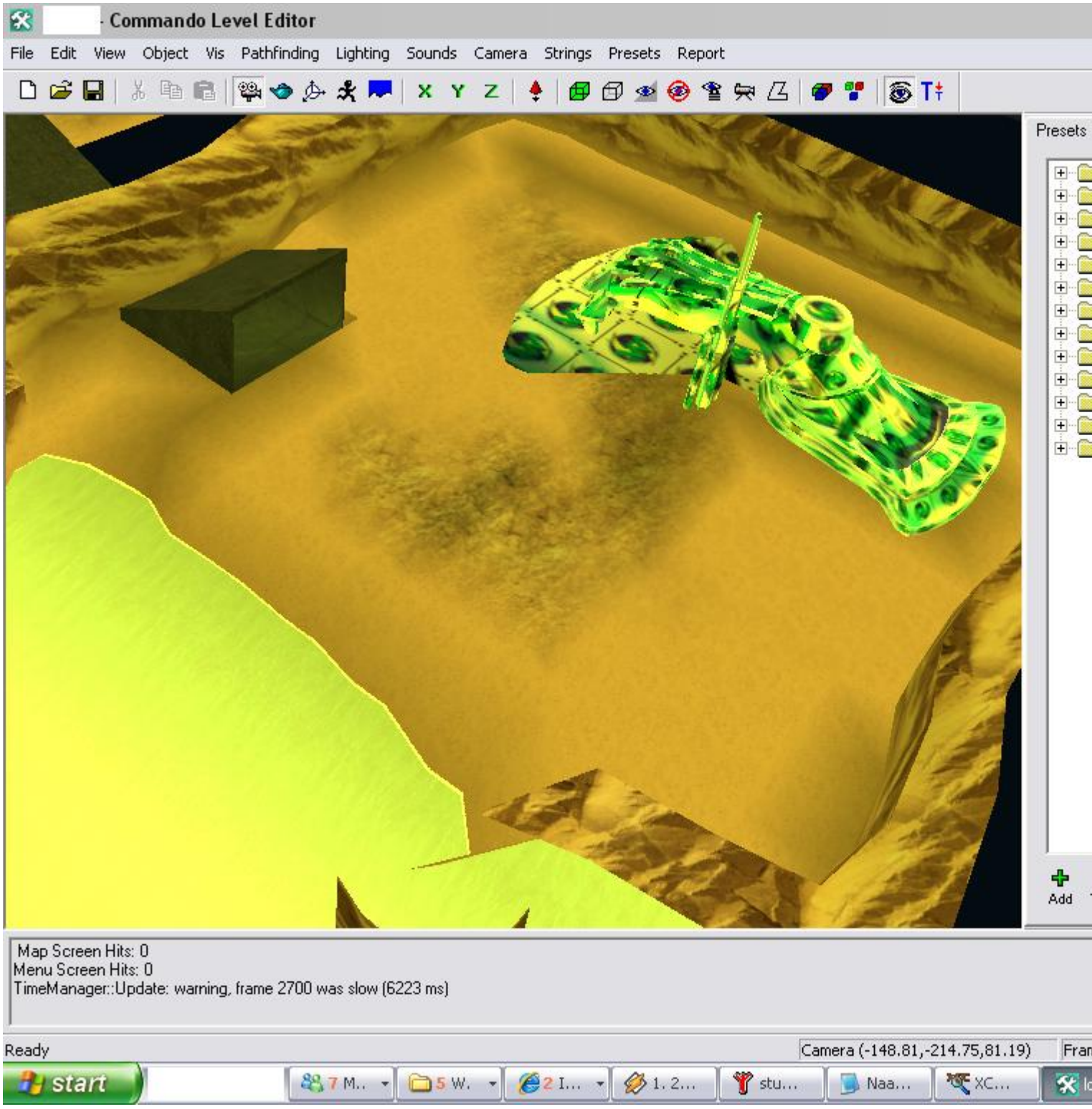
1) entry3.JPG, downloaded 794 times



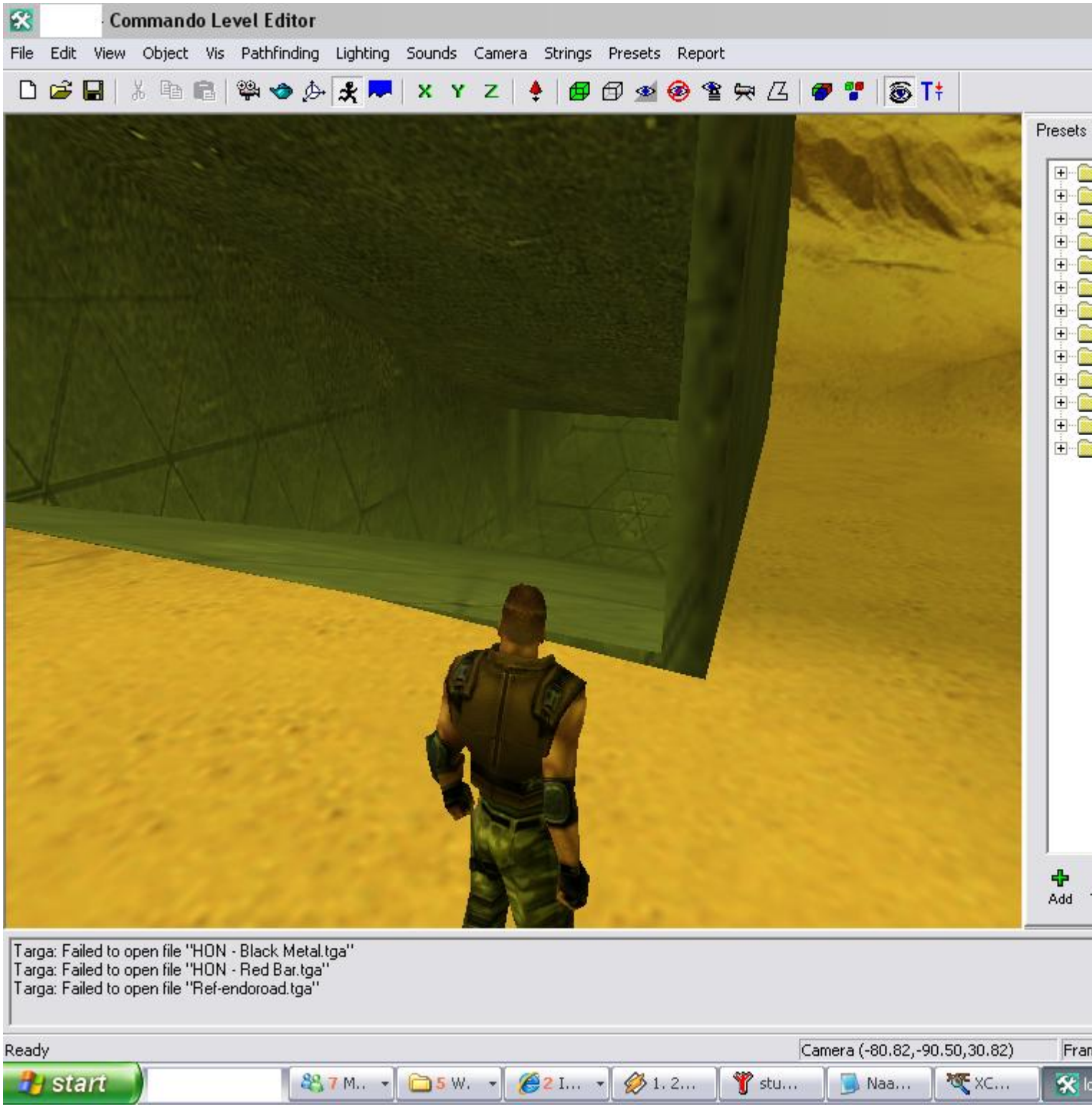
2) entry2.JPG, downloaded 775 times



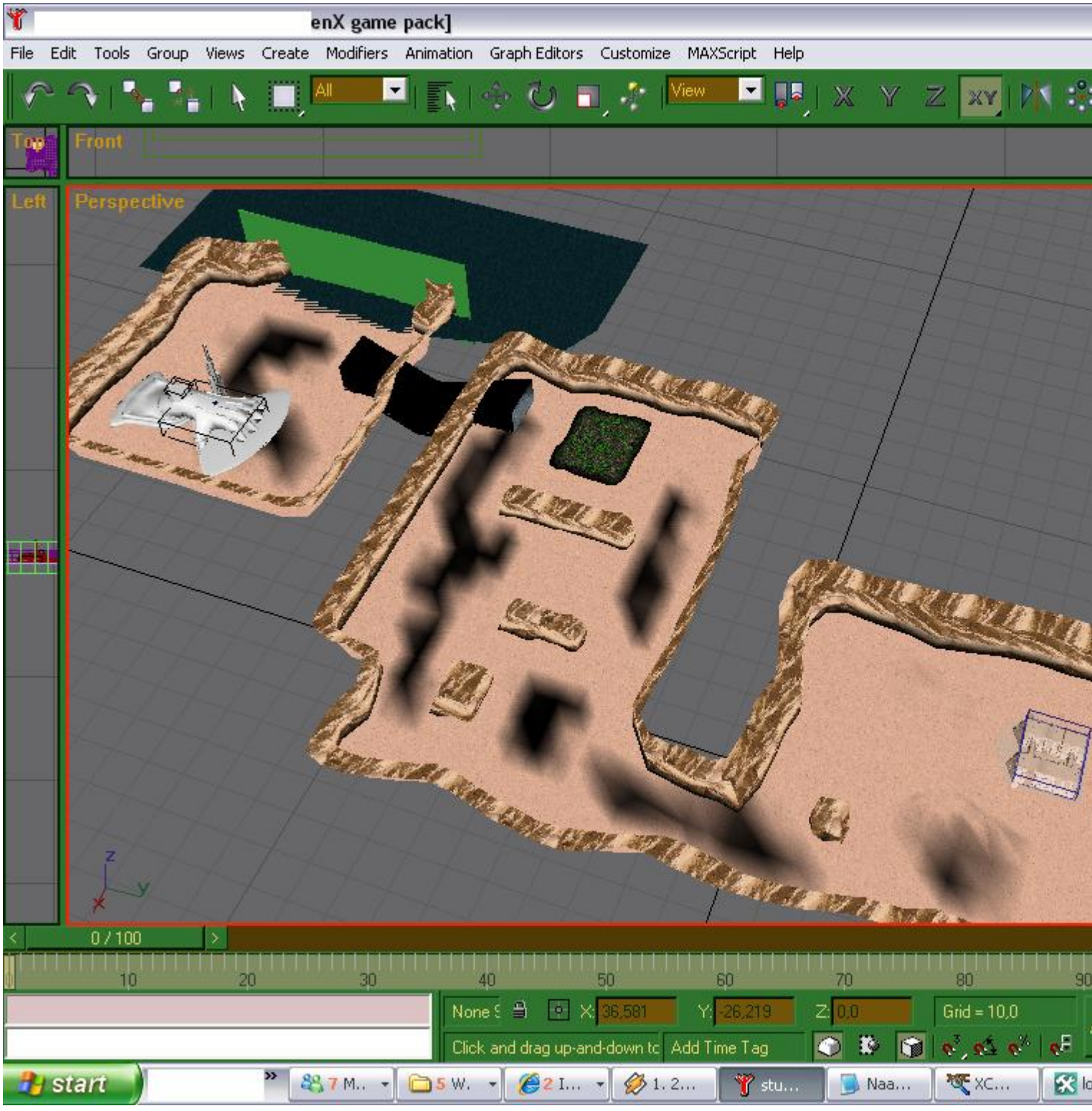
3) entry1.JPG, downloaded 781 times



4) entry4.JPG, downloaded 796 times



5) entry5.JPG, downloaded 791 times



Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by IronWarrior on Tue, 08 Jan 2008 21:45:25 GMT
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The tiberium field needs to be more realistic, right now it is just a block.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by renalpha on Tue, 08 Jan 2008 21:49:26 GMT
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can be done

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Ryu on Tue, 08 Jan 2008 21:53:42 GMT
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lol.lvl

your map looks so familiar to this tutorial..

http://renhelp.net/index.php?mod=Tutorials&action=view&id=21

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by mrÃ£Ã§Ä·z on Tue, 08 Jan 2008 21:59:24 GMT
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but it looks nice

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by renalpha on Tue, 08 Jan 2008 22:03:09 GMT
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Ryu wrote on Tue, 08 January 2008 16:53lol.lvl

your map looks so familiar to this tutorial..

http://renhelp.net/index.php?mod=Tutorials&action=view&id=21

kinda used it lol
but i did some more advanced shit to it

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Tue, 08 Jan 2008 22:05:15 GMT
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Burrow:

(Previous WIPS have been posted on the Reborn forum already. This is just with the added structures)

Yes, 95% of the map is an underground tunnel.

Original Map Concept : THeTA

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Ryu on Tue, 08 Jan 2008 22:26:39 GMT
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R315r4z0r wrote on Tue, 08 January 2008 22:05Burrow:

(Previous WIPS have been posted on the Reborn forum already. This is just with the added structures)

Yes, 95% of the map is an underground tunnel.

Original Map Concept : THeTA

THE FUCK!

Wow, I seriously hope he wins, That's a grand idea. ^_^

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Tue, 08 Jan 2008 23:12:52 GMT
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it looks nice, textured version?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Wed, 09 Jan 2008 00:37:59 GMT
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I wanted to texture it... but somehow all my textures have disappeared...

I will have to upload a backup from my laptop. However I was also going to hold off until you guys release some sort of texture pack or something. Spice said he might do that this weekend, did he not?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Muad Dib15 on Wed, 09 Jan 2008 02:50:53 GMT
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I can't wait to play that. I've been watching this map since he started it.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Genesis2001 on Wed, 09 Jan 2008 03:38:26 GMT
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Ryu wrote on Tue, 08 January 2008 15:26R315r4z0r wrote on Tue, 08 January 2008 22:05Burrow:

(Previous WIPS have been posted on the Reborn forum already. This is just with the added structures)

Yes, 95% of the map is an underground tunnel.

Original Map Concept : THeTA

THE FUCK!

Wow, I seriously hope he wins, That's a grand idea. ^_^

You took the words right out of my mouth!

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by BlueThen on Wed, 09 Jan 2008 03:43:51 GMT
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MathK1LL wrote on Tue, 08 January 2008 21:38Ryu wrote on Tue, 08 January 2008 15:26R315r4z0r wrote on Tue, 08 January 2008 22:05Burrow:

(Previous WIPS have been posted on the Reborn forum already. This is just with the added structures)

Yes, 95% of the map is an underground tunnel.

Original Map Concept : THeTA

THE FUCK!

Wow, I seriously hope he wins, That's a grand idea. ^_^

You took the words right out of my mouth!
Cool and all, but doesn't seem very ts to me. :/ I mean, none of the real game takes place underground except some of those small tunnels.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Wed, 09 Jan 2008 05:21:38 GMT
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http://www.cncreborn.planetcnc.gamespy.com/forumreborn/viewtopic.php?t=542&postdays=0&postorder=asc&start=15

Third post down, by THeTA. That is where the map idea started.

And here is the topic I started about it.
http://www.cncreborn.planetcnc.gamespy.com/forumreborn/viewtopic.php?t=560

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by nopol10 on Wed, 09 Jan 2008 09:00:21 GMT
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That map is just too awesome and complicated. It wins.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by drunkill on Wed, 09 Jan 2008 16:19:57 GMT
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Blazea58 wrote on Wed, 09 January 2008 01:23... Oi, check APB/AR forums when ya get the chance.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by CarrierII on Thu, 10 Jan 2008 16:25:16 GMT
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That map looks great, very original. Credits to all involved.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by crazfulla on Thu, 10 Jan 2008 16:37:20 GMT
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sigh

File Attachments
1) somthing.JPG, downloaded 968 times

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Spice on Thu, 10 Jan 2008 20:20:45 GMT

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Looking good so far! Nice work!

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by renalpha on Thu, 10 Jan 2008 21:02:11 GMT
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cool you use my hud

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Thu, 10 Jan 2008 23:47:33 GMT
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Lol, Renardin has 1337 posts

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Genesis2001 on Fri, 11 Jan 2008 01:30:09 GMT
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renalpha wrote on Thu, 10 January 2008 14:02cool you use my hud

(I'm a bit off topic)

Can't seem to uninstall your hud without it f*cking up rene D:

~MathK1LL

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by crazfulla on Fri, 11 Jan 2008 13:24:49 GMT
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does anyone actually give a fuck about my map or shall I give up now?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Ryu on Fri, 11 Jan 2008 14:09:25 GMT
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crazfulla wrote on Fri, 11 January 2008 13:24does anyone actually give a fuck about my map or

shall I give up now?

dude, Perfect it, more screen shots, then we'll talk.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Genesis2001 on Fri, 11 Jan 2008 17:25:43 GMT
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Ryu wrote on Fri, 11 January 2008 07:09crazfulla wrote on Fri, 11 January 2008 13:24does anyone actually give a fuck about my map or shall I give up now?

dude, Perfect it, more screen shots, then we'll talk.

^^

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by JeepRubi on Fri, 11 Jan 2008 18:03:25 GMT
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R315r4z0r wrote on Tue, 08 January 2008 16:05Burrow:

(Previous WIPS have been posted on the Reborn forum already. This is just with the added structures)
http://i27.photobucket.com/albums/c175/r315razor/maping%20updates/Bur01.jpg
http://i27.photobucket.com/albums/c175/r315razor/maping%20updates/Bur02.jpg
http://i27.photobucket.com/albums/c175/r315razor/maping%20updates/Bur03.jpg

Yes, 95% of the map is an underground tunnel.

Original Map Concept : THeTA

My siggestion would to be removing all of the dead ends and having it so you can just keep running instead of having to turn around. As it is I can tell you that this map won't be very popular

---

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by BlueThen on Fri, 11 Jan 2008 19:09:29 GMT
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This does remind me of Red Faction though... it's maps were usually entirely tunnels.

If only we could make our own tunnels in Renegade. lol

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Fri, 11 Jan 2008 20:27:04 GMT
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OMG JEEPRUBI wrote on Fri, 11 January 2008 13:03
My siggestion would to be removing all of the dead ends and having it so you can just keep running instead of having to turn around. As it is I can tell you that this map won't be very popular
The map didn't originally have dead ends. But after I posted the first WIP, someone suggested it, and everyone agreed, and so I put in dead ends.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by crazfulla on Sat, 12 Jan 2008 05:36:11 GMT
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Ryu wrote on Fri, 11 January 2008 08:09crazfulla wrote on Fri, 11 January 2008 13:24does anyone actually give a fuck about my map or shall I give up now?

dude, Perfect it, more screen shots, then we'll talk.
I can get you more screenshots no problem...
But I can't perfect it until I get terrain objects.
that is IF the reborn staff are willing to share?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by renalpha on Sat, 12 Jan 2008 09:29:54 GMT
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MathK1LL wrote on Thu, 10 January 2008 19:30renalpha wrote on Thu, 10 January 2008 14:02cool you use my hud

(I'm a bit off topic)

Can't seem to uninstall your hud without it f*cking up rene D:

~MathK1LL
its because ur renegade loves my hud

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Mon, 14 Jan 2008 12:51:31 GMT
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crazfulla wrote on Thu, 10 January 2008 10:37*sigh*

Can we see more of this map?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Gen_Blacky on Mon, 14 Jan 2008 22:32:20 GMT
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i wish i had time to make a map

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by HORQWER on Mon, 14 Jan 2008 23:36:21 GMT
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hey Renardin6 is there a .max version of this thing ? if yes can i have it please because i dont like to use renx

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by crazfulla on Tue, 15 Jan 2008 14:13:17 GMT
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Renardin... please contact me on msn.

File Attachments
1) reb_tunnels.png, downloaded 612 times

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Tue, 15 Jan 2008 20:14:15 GMT
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I don't see anything..

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08

Posted by Gen_Blacky on Wed, 16 Jan 2008 02:07:10 GMT
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Here is a simple map about 30 - 40 % done

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Fri, 18 Jan 2008 21:55:49 GMT
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may I ask modelers to hurry to submit their final project for next weekend?

We will then pick up the best map and finish (adding some stuff) and make the lightmap for it.

So next sunday, have the map ready.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Fri, 18 Jan 2008 22:24:25 GMT
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Next sunday.. Hmm.. that means I am going to have to make a choice...

Rift or Burrow.

You know what, since someone else's name is also on Burrow, I think it be better to submit that one.

Good thing I have my second winter break from school! (Mid term week, and I don't have a single test til next friday, so no school)

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Wed, 23 Jan 2008 19:40:03 GMT
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Reminder: You can send your map until sunday!

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by HORQWER on Wed, 23 Jan 2008 19:46:24 GMT
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Renardin6 wrote on Wed, 23 January 2008 13:40Reminder: You can send your map until sunday!

no way
i need more time

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Wed, 23 Jan 2008 21:07:19 GMT
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What happens to the winning map(s)?

Does the Reborn team take full control over them and edit what they like? Or can the original map maker go back and change stuff up as later versions come out?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by HORQWER on Wed, 23 Jan 2008 23:11:32 GMT
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Renardin6 wrote on Wed, 23 January 2008 13:40Reminder: You can send your map until sunday!
hey i could make a fair good map if u just release the .max version of the buildings and give me some more time plz can u give me mroe time?
this is for every one
i recommend u to use 3ds max 8 even if u dont have money get a crack version of it it is the best better than renx and it is too easy to model on it

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by BlueThen on Wed, 23 Jan 2008 23:20:46 GMT
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ferkhat wrote on Wed, 23 January 2008 17:11Renardin6 wrote on Wed, 23 January 2008 13:40Reminder: You can send your map until sunday!
hey i could make a fair good map if u just release the .max version of the buildings and give me some more time plz can u give me mroe time?
this is for every one
i recommend u to use 3ds max 8 even if u dont have money get a crack version of it it is the best better than renx and it is too easy to model on it
ooo 3dsmax is gonna sue you!

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by crazfulla on Thu, 24 Jan 2008 07:12:49 GMT
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Because of glorious RenX my entire terrain file corrupted itself, God only knows why.
Note this is an entirely different map to that in the screenshots I posted...that one was too huge.

Anyway it might take me a little longer than the weekend to finish it from the last backup

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Thu, 24 Jan 2008 15:38:50 GMT
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Hmmm I think then the maps might not be included in the release but in a patch not much later. Because your maps need to be lightmapped by our team

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Thu, 24 Jan 2008 19:02:47 GMT
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Ok, that sounds even better.

But lets say after that though... since we are only limited to some of the buildings, and none of the textures, if we say wanted to go back and edit something later when more of the mod is released?

Because I actually have a second map, that I want to have vehicles on, but as it stands now, infantry only would actually work pretty good.

Would we be able to go back and edit it ourselves, then resubmit it? (Or then again we could just use it as a fan map)

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Fri, 25 Jan 2008 08:26:50 GMT
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yeah

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Fri, 25 Jan 2008 17:59:04 GMT
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Ok, I think I am pretty much done. There might be a few minor bugs... I am not sure.. I gave it a good going over.

Do I need to set up VIS?

If not, how do I submit the map?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by HORQWER on Fri, 25 Jan 2008 23:24:35 GMT
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hey can i have a .max version of the buildings please so i could make maps in 3ds max 8 because it is good to do maps there

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by crazfulla on Sat, 26 Jan 2008 01:09:28 GMT
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Am busy sorting out a new job, plus have an engagement party this weekend... so getting little time to map atm.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Sun, 27 Jan 2008 17:27:14 GMT
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How do we submit a map? What should be sent? Where should I send it?

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Sun, 27 Jan 2008 19:31:33 GMT
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Renardin@gmail.com

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Sun, 27 Jan 2008 20:02:26 GMT
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Ok, I sent it. I included the .gmax, the W3D, and the textures I used.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Mon, 28 Jan 2008 07:03:49 GMT
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I will share that with Darkangel and give you feedback during the week. Thank you.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by crazfulla on Tue, 29 Jan 2008 04:11:11 GMT
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TBH Im looking forward to that tunnel map, looks killer for infantry warfare so throw that one in

I will get around to mine and submit when the full mod is released.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Renardin6 on Tue, 05 Feb 2008 20:47:55 GMT
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I gave it to the staff, I am not sure if it will be included right now. Darkangel must review it.

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by R315r4z0r on Tue, 05 Feb 2008 21:42:47 GMT
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Whoo! It's not corrupted!

It doesn't matter to me if it is in the Beta or not. However I can't speak for anyone else. (Especially THeTA who I know is looking forward to it. =)

Subject: Re: C&C Reborn : Building Preset Pre-Release 1/7/08
Posted by Dealman on Wed, 06 Feb 2008 14:03:30 GMT
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Originally Blue wrote on Thu, 24 January 2008 00:20ferkhat wrote on Wed, 23 January 2008 17:11Renardin6 wrote on Wed, 23 January 2008 13:40Reminder: You can send your map until sunday!
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this is for every one
i recommend u to use 3ds max 8 even if u dont have money get a crack version of it it is the best better than renx and it is too easy to model on it
ooo 3dsmax is gonna sue you!

I really hope they'll do!