

---

Subject: [ Map Replacement ] C&C\_Field  
Posted by [Gen\\_Blacky](#) on Mon, 02 Mar 2009 00:53:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Have Fun

Video

You tube : [http://www.youtube.com/watch?v=D5eBGCa4Ydl&feature=channel\\_page](http://www.youtube.com/watch?v=D5eBGCa4Ydl&feature=channel_page) watch in HD

March 01, 2008

-----  
Credits Gen\_Blacky

-----  
C&C\_Field.mix

-----  
Renamed Textures

-----  
Original            Renamed

-----

I11_gravel.dds	F11_gravel.dds
I05_wood03.dds	F05_wood03.dds
I05_wood01.dds	F05_wood01.dds
I05_creek.dds	F05_creek.dds
I03_wtrfall.dds	F03_wtrfall.dds
I03_wetdrt.dds	F03_wetdrt.dds
I03_tibgrnd.dds	F03_tibgrnd.dds
I03_mossrock.dds	F03_mossrock.dds
I03_lvrock.dds	F03_lvrock.dds
I03_bushes.dds	F03_bushes.dds
I02_drtconc.dds	F02_drtconc.dds
I01-woodplanks.dds	F01-woodplanks.dds
I01-shingle02.dds	F01-shingle02.dds
I01-redbarn.dds	F01-redbarn.dds

I01-bail\_cap.dds F01-bail\_cap.dds

I01-bail5.dds F01-bail5.dds

hpad\_bolt.dds Fpad\_bolt.dds

-----  
Install  
-----

put C&C\_Field.mix in to you data folder

-----  
Download  
Updated Link  
<http://files.filefront.com/CC+Field+ReSkin+V1zip/;13777198;/fileinfo.html>

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [slosha](#) on Mon, 02 Mar 2009 04:02:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i some people really hatin on goodonedriver

it's a good map re-skin but tbh i like field a lot the way it is!

10/10 on urs

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Gen\\_Blacky](#) on Mon, 02 Mar 2009 04:08:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you can still have your field like normal and have the lights just place the renamed textures in your data folder.

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [crisis992](#) on Mon, 02 Mar 2009 06:44:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

o.O Awesome, nice Job!

btw i like the lights, maybe can you release that too?

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Gen\\_Blacky](#) on Mon, 02 Mar 2009 07:09:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

crysis992 wrote on Sun, 01 March 2009 22:44o.O Awesome, nice Job!

btw i like the lights, maybe can you release that too?

the lights are part of the map

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [ErroR](#) on Mon, 02 Mar 2009 08:21:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

wow nice

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [ArtyWh0re](#) on Mon, 02 Mar 2009 10:01:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

2GLOCK9S wrote on Mon, 02 March 2009 12:02i some people really hatin on goodonedriver

it's a good map re-skin but tbh i like field a lot the way it is!

10/10 on urs

Ye I like the Field the way it is too, but this is really good. I think C&C Under would look good like this aswell, It makes it look like the mining grounds.

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Di3HardNL](#) on Mon, 02 Mar 2009 10:11:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nice work GenBlacky!

I am working on the same things as you lol I also had added those lights and tiberium smoke. And I am modifying the complete tunnels.

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Player](#) on Mon, 02 Mar 2009 10:32:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Di3HardNL wrote on Mon, 02 March 2009 04:11Nice work GenBlacky!

---

I am working on the same things as you lol I also had added those lights and tiberium smoke.  
And I am modifying the complete tunnels.

Sounds good

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [crisis992](#) on Mon, 02 Mar 2009 11:11:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

@ Blacky:

No there are No lights, i tested it  
Its all there, out of the lights

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Gen\\_Blacky](#) on Mon, 02 Mar 2009 16:42:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

crisis992 wrote on Mon, 02 March 2009 06:11 @ Blacky:

No there are No lights, i tested it  
Its all there, out of the lights

Wait you don't have lights ?, does anyone else have this problem.

screen shot plz

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [LiL KiLLa](#) on Mon, 02 Mar 2009 16:49:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

all ok

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [DutchNeon](#) on Mon, 02 Mar 2009 16:54:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Not working here either.

---

## File Attachments

---

1) [lights.png](#), downloaded 1350 times



SW

DutchNeon

+ 100

● 100

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Gen\\_Blacky](#) on Mon, 02 Mar 2009 23:09:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think this will fix it.

Updated Link Look At First Post

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Gen\\_Blacky](#) on Wed, 04 Mar 2009 23:36:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Those that download the updated version did it fix the tib and lights ?

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Gohax](#) on Sat, 07 Mar 2009 05:29:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hey bro you were asking me about this in OT the other day. When I first downloaded it I had the lights :/ I don't know why others didn't get them. It may have been before you updated it as well. But everything's fine with me

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Gen\\_Blacky](#) on Mon, 18 May 2009 23:31:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

New Link

Report any bugs.

<http://files.filefront.com/CC+Field+ReSkin+V1zip/;13777198;/fileinfo.html>

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Scrin](#) on Tue, 19 May 2009 03:49:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Gen\_Blacky wrote on Mon, 18 May 2009 18:31New Link

Report any bugs.

<http://files.filefront.com/CC+Field+ReSkin+V1zip/;13777198;/fileinfo.html>

---

what news there?

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Gen\\_Blacky](#) on Tue, 19 May 2009 04:06:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Niko "The Lay" wrote on Mon, 18 May 2009 22:49Gen\_Blacky wrote on Mon, 18 May 2009 18:31New Link

Report any bugs.

<http://files.filefront.com/CC+Field+ReSkin+V1zip/;13777198;/fileinfo.html>  
what news there?

nothing, file front deleted some of my files had to reupload

im going to add more sounds to a few of the maps.

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Scrin](#) on Tue, 19 May 2009 04:58:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Gen\_Blacky wrote on Mon, 18 May 2009 23:06Niko "The Lay" wrote on Mon, 18 May 2009 22:49Gen\_Blacky wrote on Mon, 18 May 2009 18:31New Link

Report any bugs.

<http://files.filefront.com/CC+Field+ReSkin+V1zip/;13777198;/fileinfo.html>  
what news there?

nothing, file front deleted some of my files had to reupload

im going to add more sounds to a few of the maps.

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Tupolev TU-95 Bear](#) on Sun, 31 May 2009 16:16:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

---boinky bump---

The lights for the light post dont work and the tiberium gas effect dont work

---

---



Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Gen\\_Blacky](#) on Sun, 31 May 2009 17:18:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

try adding this to your data folder.

---

### File Attachments

1) [emitters.zip](#), downloaded 110 times

---

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Gen\\_Blacky](#) on Thu, 27 Aug 2009 02:40:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Update

Figured out how to change the tunnel walls without changing the Agt.

Report any bugs such as weird textures , our texture not changed on tunnel wall.

[http://www.filefront.com/14405889/C%26C\\_Field%20Reskin%20V2.zip](http://www.filefront.com/14405889/C%26C_Field%20Reskin%20V2.zip)

---

### File Attachments

1) [field2.jpg](#), downloaded 220 times

---

Host: -BiO-catfishtuna should download RenGuard from [www.renguard.com](http://www.renguard.com)!  
granny18 killed LuceZombi  
MamboArvind has joined the game, fighting for Team GDI  
Raptor7575: Id troubl 2000



2) [field1.jpg](#), downloaded 218 times

AI2500: Fall back.  
AI2500: Fall back.  
galaxy267: eek  
intimdatr: HAH  
Nod Obelisk under attack.  
Kurtison1: Negative.



Gen\_Blacky

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Bulldawg](#) on Sun, 30 Aug 2009 00:33:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Gen\_Blacky wrote on Wed, 26 August 2009 22:40Update

Figured out how to change the tunnel walls without changing the Agt.

Report any bugs such as weird textures , our texture not changed on tunnel wall.

[http://www.filefront.com/14405889/C%26C\\_Field%20Reskin%20V2.zip](http://www.filefront.com/14405889/C%26C_Field%20Reskin%20V2.zip)

I downloaded the file from this link and I am still having the issue regarding the AGT.

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Gen\\_Blacky](#) on Sun, 30 Aug 2009 00:35:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

lol i was worried about that. It works fine from me must be because of my cache file will look into it.

try deleting your C&C\_Field.thu

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [Bulldawg](#) on Sun, 30 Aug 2009 01:00:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Deleting the file did not resolve the issue.

---

Subject: Re: [ Map Replacement ] C&C\_Field  
Posted by [LeeumDee](#) on Sun, 30 Aug 2009 01:02:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Blacky not sure if you hex edit your map model the same as me, but for field I think its the first 24 gd\_top2.tga are the tunnels and the remaining 12 are the AGT.

---

Subject: Re: [ Map Replacement ] C&C\_Field

Posted by [Gen\\_Blacky](#) on Sun, 30 Aug 2009 01:18:50 GMT

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

---

LeeumDee wrote on Sat, 29 August 2009 20:02Blacky not sure if you hex edit your map model the same as me, but for field I think its the first 24 gd\_top2.tga are the tunnels and the remaining 12 are the AGT.

hmmm , works fine for me I wonder why it do that to yours and not mine. I only hex edited the ones that were attached to the tunnel meshes so I think.

---

---

Subject: Re: [ Map Replacement ] C&C\_Field

Posted by [Jeroenganges](#) on Mon, 05 Jul 2010 20:19:08 GMT

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

---

Anyone got the files? Because the link is broken and I really want it.

---

---

Subject: Re: [ Map Replacement ] C&C\_Field

Posted by [ExEric3](#) on Mon, 05 Jul 2010 22:39:44 GMT

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

---

Jeroenganges wrote on Mon, 05 July 2010 22:19Anyone got the files? Because the link is broken and I really want it.

See attached file. Enjoy it.

#### File Attachments

1) [CC\\_Field\\_ReSkin\\_V1.zip](#), downloaded 79 times

---

---

Subject: Re: [ Map Replacement ] C&C\_Field

Posted by [Jeroenganges](#) on Wed, 07 Jul 2010 15:59:54 GMT

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

---

tyvm.

---