
Subject: [Request] C&C_Canyon
Posted by [LiL KiLLa](#) on Tue, 12 May 2009 21:55:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen Blacky made nice maps with "LampEmitters" and "TiberiumSmoke"
I still enjoy the maps.....but I want more

So could someone else finish the other maps maybe?

[Canyon & City_Flying would be nice]

Under:
<http://www.renegadeforums.com/index.php?t=msg&th=32284&start=0&rid=24287>

Field:
<http://www.renegadeforums.com/index.php?t=msg&th=32300&start=0&rid=24287>

Canyon:

City_Flying:

Subject: Re: [Request] C&C_Canyon
Posted by [Gen_Blacky](#) on Tue, 12 May 2009 22:37:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol the funny thing im almost done with canyon. City flying im already done with but I broke the doors.

Subject: Re: [Request] C&C_Canyon
Posted by [LiL KiLLa](#) on Tue, 12 May 2009 23:17:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

FIX THE DOORS !!! FIX!!

Subject: Re: [Request] C&C_Canyon
Posted by [slosha](#) on Tue, 12 May 2009 23:42:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

tib smoke?!?!?! gimme!

Subject: Re: [Request] C&C_Canyon

Posted by [LiL KiLLa](#) on Tue, 12 May 2009 23:46:50 GMT

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

it's only the green tib smoke chiiiiiii

Subject: Re: [Request] C&C_Canyon

Posted by [anant](#) on Wed, 13 May 2009 01:09:09 GMT

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

I would like that tib smoke pls

Subject: Re: [Request] C&C_Canyon

Posted by [liquidv2](#) on Wed, 13 May 2009 01:25:16 GMT

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

anant has a drug problem we're struggling to overcome; please do not give him the tiberium smoke

Subject: Re: [Request] C&C_Canyon

Posted by [Gohax](#) on Wed, 13 May 2009 01:36:02 GMT

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

Blacky said he was working on getting the tib smoke done for all maps.

But I use the maps he has now. Field is ftw.

Subject: Re: [Request] C&C_Canyon

Posted by [anant](#) on Wed, 13 May 2009 01:50:01 GMT

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

Only a few more days until my 5th rehab visit liquid.

Subject: Re: [Request] C&C_Canyon

Posted by [JsxKeule](#) on Wed, 13 May 2009 05:23:17 GMT

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

for me the lights wont work
and tib smoke isnt there too
just my old tiberium crystals

File Attachments

1) [field.JPG](#), downloaded 679 times



JsxKeule

NW

300

Credits: 99259

Time Remaining

Subject: Re: [Request] C&C_Canyon
Posted by [mrŁŁ\\$Ä-z](#) on Wed, 13 May 2009 15:47:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

Subject: Re: [Request] C&C_Canyon
Posted by [JsxKeule](#) on Wed, 13 May 2009 15:53:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

who?
and the 1000 time i ask you can you tell me how to save maps in LE

Subject: Re: [Request] C&C_Canyon
Posted by [mrŁŁ\\$Ä-z](#) on Wed, 13 May 2009 15:55:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

To lazy to tell, pics come later

"Iszual" is trying to fake scrin, very bad.

Subject: Re: [Request] C&C_Canyon
Posted by [JsxKeule](#) on Wed, 13 May 2009 16:04:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

and
every1 dont like scrin
but when he release his stuff
you all are happy
i know this isnt a good answer to your post madrackz
and when he tries to imitate scrin
let him

Subject: Re: [Request] C&C_Canyon
Posted by [mrŁŁ\\$Ä-z](#) on Wed, 13 May 2009 16:34:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

You should know Scrin has heavy Fanboys, they call him fag but all the PM's look different than Flaming...

Subject: Re: [Request] C&C_Canyon
Posted by [Scrin](#) on Wed, 13 May 2009 16:35:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

JsxKeule wrote on Wed, 13 May 2009 11:04 and
every1 dont like scrin

OKEY...

Subject: Re: [Request] C&C_Canyon
Posted by [JsxKeule](#) on Wed, 13 May 2009 16:49:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

:-
that wasnt meant how it sounds

Subject: Re: [Request] C&C_Canyon
Posted by [LiL KiLLa](#) on Wed, 13 May 2009 17:29:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Wed, 13 May 2009 17:47 i have tib smokes, tiberium and grass on my maps
hehe, and that fucking noob stole nickname from scrin

ohh my mistake you fucking noob

Subject: Re: [Request] C&C_Canyon
Posted by [mr£\\$Ä·z](#) on Wed, 13 May 2009 17:38:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

me noob?

sniff "madrackz can you make me a glowing SBH skin, for the last days i play renegade"

Subject: Re: [Request] C&C_Canyon
Posted by [JsxKeule](#) on Wed, 13 May 2009 17:39:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Izual wrote on Wed, 13 May 2009 19:29madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

ohh my mistake you fucking noob

ohh no not again shut up both

Subject: Re: [Request] C&C_Canyon
Posted by [mrÄ&A\\$Ä-z](#) on Wed, 13 May 2009 17:40:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Wed, 13 May 2009 12:38me noob?

sniff "madrackz can you make me a glowing SBH skin, for the last days i play renegade"

sniff "-the known cheat- isnt enough, it dont shows sbh´s"

Subject: Re: [Request] C&C_Canyon
Posted by [LiL KiLLa](#) on Wed, 13 May 2009 17:41:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

madracks please stop harassing people

thanks

Subject: Re: [Request] C&C_Canyon
Posted by [mr£Ä\\$Ä-z](#) on Wed, 13 May 2009 17:52:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

please stop asking peoples for hacks

thanks

Subject: Re: [Request] C&C_Canyon
Posted by [Player](#) on Wed, 13 May 2009 17:52:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Izual wrote on Wed, 13 May 2009 12:41madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

madracks please stop harassing people

thanks

best sentence in this thread

Subject: Re: [Request] C&C_Canyon
Posted by [mrÄÄ\\$Ä-z](#) on Wed, 13 May 2009 17:56:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

How cute, he needs friends to defend himselfe haha, you wont get my edited maps

Subject: Re: [Request] C&C_Canyon
Posted by [Reaver11](#) on Wed, 13 May 2009 18:25:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

JsxKeule wrote on Wed, 13 May 2009 10:53madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

who?

and the 1000 time i ask you can you tell me how to save maps in LE

Sigh I have sended you some stuff before how to do it. Okay just follow these steps ->

Program:
Leveleditor

You have two different ways of exporting your map to renegade I prefer the 2nd one!
(1) By making a .pkg (File -> export modpackage and load it up on a one person langame)
(2) By making a .MIX file (This is the bestest way)

1. Make sure your map in Leveleditor is saved as C&C_*.*
2. Backup your current package of leveleditor (Always,charachters etc)
3. Shut down leveleditor. Delete the following folders -> "ALWAYS", "Characters", "Presets", so that all you have in it is your "EditorCache", "Scripts", "Levels". (Dont worry you can easily get them back through your backup or levelre-edit)
4. Then make SURE you only have the .lvl file in the levels folder of the map you want to save as a .mix file
5. Fire up leveleditor
6. Load your map and press save (normal save)
7. Then select (File > Export Mod Package)
8. Now you will type in your map name like this -> "C&C_my_map.mix"

9. Then press save and there you have your mix map in fully working condition.

All I did was just reading this tutorial and try out for myself if it works and yes it does. Trying things yourself is the best method in my eyes to learn something about modding Renegade. And if you really encounter a hard problem you can always ask.

Read the full tutorial at <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=26>

Subject: Re: [Request] C&C_Canyon

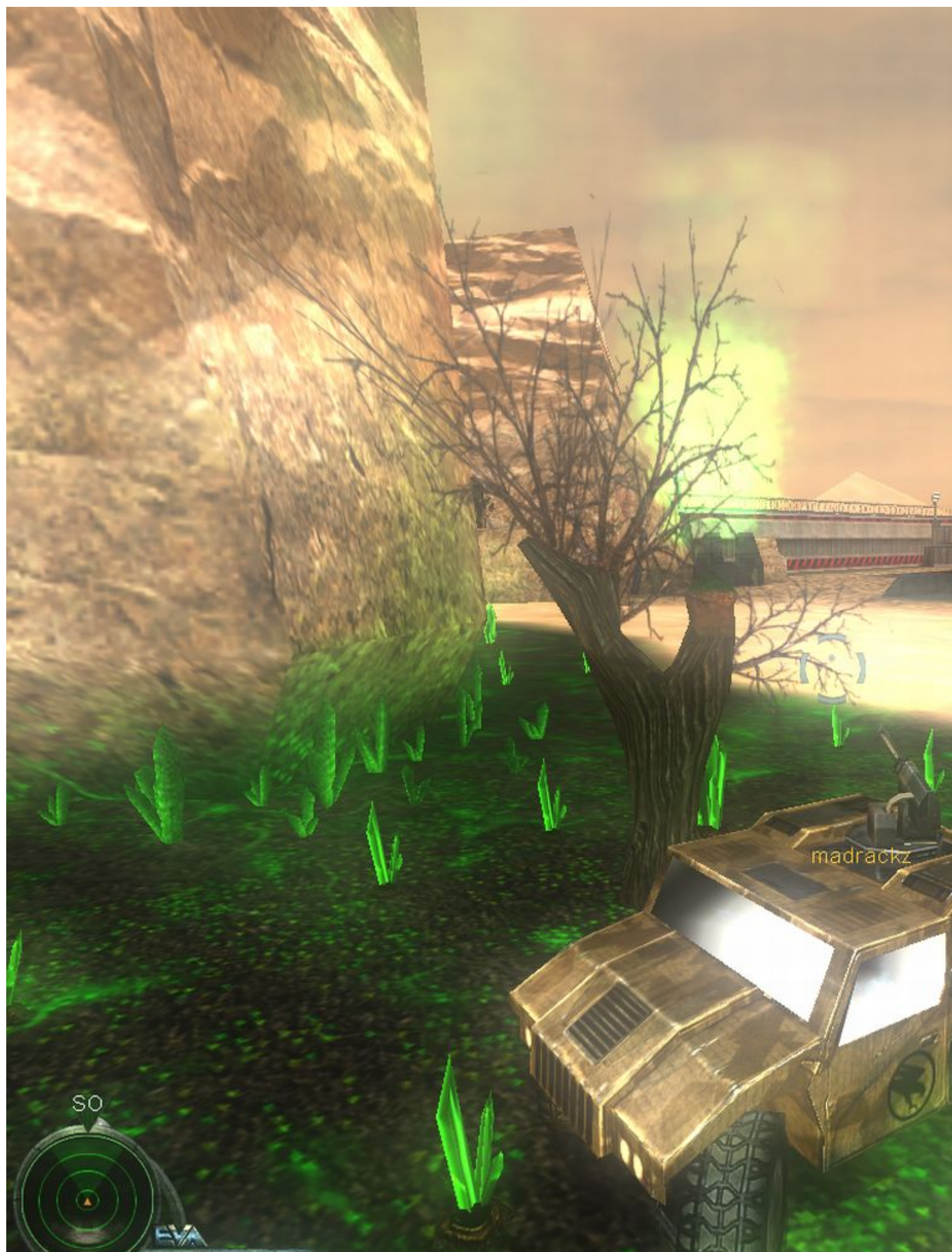
Posted by [mr£\\$Ä-z](#) on Wed, 13 May 2009 18:30:56 GMT

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

OOOOMG TIB AND SMOKE FOR MULTIPLAYZ!1!!

File Attachments

1) [WTF LOL.jpg](#), downloaded 540 times



Subject: Re: [Request] C&C_Canyon
Posted by [LiL KiLLa](#) on Wed, 13 May 2009 18:33:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

loooooooooooooooooo what's that for a game?

C&C ForestShit?

Subject: Re: [Request] C&C_Canyon
Posted by [Player](#) on Wed, 13 May 2009 18:33:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Wed, 13 May 2009 13:30OOOOMG TIB AND SMOKE FOR MULTIPLAYZ!1!!

Ugly, but I like the tib..

Subject: Re: [Request] C&C_Canyon
Posted by [mr£Ä\\$Ä·z](#) on Wed, 13 May 2009 18:34:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ugly Tib but you like it? roflmaoZ

Subject: Re: [Request] C&C_Canyon
Posted by [LiL KiLLa](#) on Wed, 13 May 2009 18:35:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

he mean he dont like the picture.....except the tib

Subject: Re: [Request] C&C_Canyon
Posted by [Player](#) on Wed, 13 May 2009 18:36:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeh, your bloom and the tib tree are ugly and the tib looks ok

Subject: Re: [Request] C&C_Canyon

Posted by [mr£Ä\\$Ä-z](#) on Wed, 13 May 2009 18:38:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

xDDDDDDDDDD who talks about the shaders xDDDDDDDDDD

Subject: Re: [Request] C&C_Canyon
Posted by [LiL KiLLa](#) on Wed, 13 May 2009 18:39:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's just an opinion?

Subject: Re: [Request] C&C_Canyon
Posted by [mr£Ä\\$Ä-z](#) on Wed, 13 May 2009 18:41:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stay on Topic nerd

Subject: Re: [Request] C&C_Canyon
Posted by [LiL KiLLa](#) on Wed, 13 May 2009 18:43:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's my topic and now It's ugly with your ss.....

w.e I hope blacky will release the maps soon

Subject: Re: [Request] C&C_Canyon
Posted by [JsxKeule](#) on Wed, 13 May 2009 18:56:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Wed, 13 May 2009 20:30OOOOMG TIB AND SMOKE FOR MULTIPLAYZ!1!!

it looks like a bit muh smoke on screen but good i like it

Subject: Re: [Request] C&C_Canyon
Posted by [Gen_Blacky](#) on Thu, 14 May 2009 03:54:58 GMT

Reaver11 wrote on Wed, 13 May 2009 13:25JsxKeule wrote on Wed, 13 May 2009 10:53madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

who?

and the 1000 time i ask you can you tell me how to save maps in LE

Sigh I have sended you some stuff before how to do it. Okay just follow these steps ->

Program:
Leveleditor

You have two different ways of exporting your map to renegade I prefer the 2nd one!

- (1) By making a .pkg (File -> export modpackge and load it up on a one person langame)
- (2) By making a .MIX file (This is the bestest way)

1. Make sure your map in Leveleditor is saved as C&C_*.*
2. Backup your current package of leveleditor (Always,charachters etc)
3. Shut down leveleditor. Delete the following folders -> "ALWAYS", "Characters", "Presets", so that all you have in it is your "EditorCache", "Scripts", "Levels". (Dont worry you can easily get them back through your backup or levelre-edit)
4. Then make SURE you only have the .lvl file in the levels folder of the map you want to save as a .mix file
5. Fire up leveleditor
6. Load your map and press save (normal save)
7. Then select (File > Export Mod Package)
8. Now you will type in your map name like this -> "C&C_my_map.mix"
9. Then press save and there you have your mix map in fully working condition.

All I did was just reading this tutorial and try out for myself if it works and yes it does. Trying things yourself is the best method in my eyes to learn something about modding Renegade. And if you really encounter a hard problem you can always ask.

Read the full tutorial at <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=26>

You add emitters like this. Same thing for trees, rocks, and emitters.
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=141>

I just edit the original mix file with xcc Mixer and delete the original map files. Then replace with your files. After your finished adding emitters and trees and stuff to your map, save your map. I sometimes like to make a new vis system depending on the map.Take the .lsd , .ldd and .ddb files

from your mod package and replace the original map files. Then add your your emitters models and textures to the .mix. Then add the .mix file to your data folder.

Make sure you back up your original map.

Subject: Re: [Request] C&C_Canyon
Posted by [Reaver11](#) on Thu, 14 May 2009 07:42:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

On some maps you will screw your doors by replacing the .lsd file so watch it. (Or redo them in your map just to be sure)

Subject: Re: [Request] C&C_Canyon
Posted by [JsxKeule](#) on Thu, 14 May 2009 10:30:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Wed, 13 May 2009 20:25JsxKeule wrote on Wed, 13 May 2009 10:53
madrackz wrote on Wed, 13 May 2009 17:47i have tib smokes, tiberium and grass on my maps hehe, and that fucking noob stole nickname from scrin

who?
and the 1000 time i ask you can you tell me how to save maps in LE

Sigh I have sended you some stuff before how to do it. Okay just follow these steps ->

Program:
Leveleditor

You have two different ways of exporting your map to renegade I prefer the 2nd one!
(1) By making a .pkg (File -> export modpackge and load it up on a one person langame)
(2) By making a .MIX file (This is the bestest way)

1. Make sure your map in Leveleditor is saved as C&C_*.*
2. Backup your current package of leveleditor (Always,charachters etc)
3. Shut down leveleditor. Delete the following folders -> "ALWAYS", "Characters", "Presets", so that all you have in it is your "EditorCache", "Scripts", "Levels". (Dont worry you can easily get them back through your backup or levelre-edit)
4. Then make SURE you only have the .lvl file in the levels folder of the map you want to save as a .mix file
5. Fire up leveleditor
6. Load your map and press save (normal save)
7. Then select (File > Export Mod Package)
8. Now you will type in your map name like this -> "C&C_my_map.mix"

9. Then press save and there you have your mix map in fully working condition.

All I did was just reading this tutorial and try out for myself if it works and yes it does. Trying things yourself is the best method in my eyes to learn something about modding Renegade. And if you really encounter a hard problem you can always ask.

Read the full tutorial at <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=26>

hmm doesnt work really good

File Attachments

1) [Unbenannt.JPG](#), downloaded 465 times

Unit ready.



Credits: 10006
Time Remaining

Subject: Re: [Request] C&C_Canyon

Posted by [Gen_Blacky](#) on Thu, 14 May 2009 17:49:50 GMT

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

Reaver11 wrote on Thu, 14 May 2009 02:42 On some maps you will screw your doors by replacing the .lsd file so watch it. (Or redo them in your map just to be sure)

Thats probably why my doors are broke on city.
