

---

Subject: My Modified Complex  
Posted by [crysis992](#) on Mon, 29 Jun 2009 15:54:57 GMT  
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I modified the map complex  
so comments please

<http://www.youtube.com/watch?v=qNilEtwMC0s>

,  
[crysis992](#)

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Subject: Re: My Modified Complex  
Posted by [ErroR](#) on Mon, 29 Jun 2009 16:09:55 GMT  
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nice, but the music is just strange O.o

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Subject: Re: My Modified Complex  
Posted by [crysis992](#) on Mon, 29 Jun 2009 16:19:24 GMT  
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lol

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Subject: Re: My Modified Complex  
Posted by [LiL KiLLa](#) on Mon, 29 Jun 2009 16:30:20 GMT  
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ErroR wrote on Mon, 29 June 2009 18:09nice, but the music is just straaaaaaaaaaaaange O.o

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Subject: Re: My Modified Complex  
Posted by [Xena](#) on Mon, 29 Jun 2009 17:27:49 GMT  
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stop showing off and just release it?

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Subject: Re: My Modified Complex  
Posted by [LiL KiLLa](#) on Mon, 29 Jun 2009 17:40:27 GMT  
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look in "mod release forum" there is enough stuff for you xena

p.s nice avatar

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Subject: Re: My Modified Complex  
Posted by [CarrierII](#) on Mon, 29 Jun 2009 18:03:07 GMT  
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The first person to post what I'm inevitably thinking of gets a cookie.

On topic - nice work, the music is weird though.

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Subject: Re: My Modified Complex  
Posted by [Tupolev TU-95 Bear](#) on Mon, 29 Jun 2009 18:10:27 GMT  
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good job

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Subject: Re: My Modified Complex  
Posted by [Xena](#) on Mon, 29 Jun 2009 18:52:58 GMT  
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LiL KiLLa wrote on Mon, 29 June 2009 12:40look in "mod release forum" there is enough stuff for you xena

p.s nice avatar

my rene is already overskinned, just need maps and NEW skins  
+ what im looking for isnt in the release forums lol  
(i want crysis' Complex)

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Subject: Re: My Modified Complex  
Posted by [Killgeak](#) on Mon, 29 Jun 2009 19:44:07 GMT  
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this isnt fucking 4chan. why the fuck is boxxo here

anyhow i like canyon how it is this one is a bit overdone imo

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Subject: Re: My Modified Complex  
Posted by [LiL KiLLa](#) on Mon, 29 Jun 2009 20:12:23 GMT  
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Boxxy wrote on Mon, 29 June 2009 20:52  
(i want crisis' Complex)

hm ok hack his pc

good luck

---

Subject: Re: My Modified Complex  
Posted by [LeeumDee](#) on Mon, 29 Jun 2009 21:26:26 GMT  
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CarrierII wrote on Mon, 29 June 2009 13:03The first person to post what I'm inevitably thinking of gets a cookie.

On topic - nice work, the music is weird though.

NEEDZ MOAR BLOOM!?

But yes indeed, very nice work

---

Subject: Re: My Modified Complex  
Posted by [\\_SSnipe\\_](#) on Mon, 29 Jun 2009 21:44:43 GMT  
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lol cartman from south park singing styx come sail away!

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Subject: Re: My Modified Complex  
Posted by [ArtyWh0re](#) on Mon, 29 Jun 2009 22:46:16 GMT  
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Brilliant, absolutly brilliant, I love your choice of terrian textures. If you were to release this i would definatly use it

---

Subject: Re: My Modified Complex  
Posted by [Gen\\_Blacky](#) on Tue, 30 Jun 2009 02:57:10 GMT  
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Im the only that ever releases modified maps even tho I don't spend hours on it but still. .

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Subject: Re: My Modified Complex  
Posted by [Reaver11](#) on Tue, 30 Jun 2009 08:18:35 GMT  
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Another day.  
Another show off topic.

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Subject: Re: My Modified Complex  
Posted by [Omar007](#) on Tue, 30 Jun 2009 08:56:32 GMT  
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LiL KiLLa wrote on Mon, 29 June 2009 18:30ErroR wrote on Mon, 29 June 2009 18:09nice, but the music is just straaaaaaaaaaaaange O.o

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Subject: Re: My Modified Complex  
Posted by [crisis992](#) on Tue, 30 Jun 2009 13:40:35 GMT  
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problem is the map textures are in my data... so all map textures will be changed... i dont know how to do that the map textures are only at complex..

ps: i need RenX to change the map textures right?

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Subject: Re: My Modified Complex  
Posted by [ErroR](#) on Tue, 30 Jun 2009 13:46:13 GMT  
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h3x edit

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Subject: Re: My Modified Complex  
Posted by [Try\\_lee](#) on Tue, 30 Jun 2009 13:46:16 GMT  
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Why does Sakura have a lightsaber?

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Subject: Re: My Modified Complex  
Posted by [crisis992](#) on Tue, 30 Jun 2009 14:23:35 GMT  
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ErroR wrote on Tue, 30 June 2009 09:46h3x edit

?????????????  
how ????????

---

Subject: Re: My Modified Complex  
Posted by [ErroR](#) on Tue, 30 Jun 2009 14:27:10 GMT  
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blacky should write a tutorial for hex editing maps, i tried but kinda failed

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Subject: Re: My Modified Complex  
Posted by [jnz](#) on Tue, 30 Jun 2009 17:12:59 GMT  
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That music is from south park, Cartman \*has\* to finish sail away when he starts singing it

---

Subject: Re: My Modified Complex  
Posted by [Gen\\_Blacky](#) on Fri, 03 Jul 2009 13:56:09 GMT  
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ErroR wrote on Tue, 30 June 2009 09:27blacky should write a tutorial for hex editing maps, i tried but kinda failed

I made a tutorial  
<http://www.renegadehelp.net/index.php?act=tutorial&id=7818>

---

Subject: Re: My Modified Complex  
Posted by [ErroR](#) on Fri, 03 Jul 2009 13:59:45 GMT  
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Mr.NiceGuy wrote on Fri, 03 July 2009 16:56ErroR wrote on Tue, 30 June 2009 09:27blacky should write a tutorial for hex editing maps, i tried but kinda failed

I made a tutorial  
<http://www.renegadehelp.net/index.php?act=tutorial&id=7818>

---

gay , i never checked the new renhelp. Btw what are those \10.dds textures that are very strange looking

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Subject: Re: My Modified Complex  
Posted by [LeeumDee](#) on Fri, 03 Jul 2009 14:03:35 GMT  
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ErroR wrote on Fri, 03 July 2009 08:59Btw what are those \10.dds textures that are very strange looking

They tend to be map lighting.  
For example the small amount of green tib surrounding the tib fields and caves.

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Subject: Re: My Modified Complex  
Posted by [ErroR](#) on Fri, 03 Jul 2009 14:04:29 GMT  
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hmm sounds logical enough

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Subject: Re: My Modified Complex  
Posted by [LeeumDee](#) on Fri, 03 Jul 2009 23:18:26 GMT  
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And it would appear whatever i do i cannot edit them :/  
Renaming them so they are no longing in a sub directory doesn't help either.

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Subject: Re: My Modified Complex  
Posted by [Reaver11](#) on Sat, 04 Jul 2009 09:25:06 GMT  
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I believe you have to make them via Renx/3DS. You could check out a lightmap tutorial on renhelp.

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