Subject: [Map Replacement] C&C Islands *UPDATED*
Posted by LeeumDee on Thu, 27 Aug 2009 03:07:40 GMT
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*UPDATED*
Added tiberium smoke over tib fields, changed clouds and made it slightly darker, almost night time. Also added a video, and changed the image previews.

Works online. This only changes textures in islands, no other maps are affected.

Video: http://www.youtube.com/watch?v=Oe-pZpfeaR4

Image previews

*UPDATED* Download here:
http://www.renegadeforums.com/index.php?t=getfile&id=11647&rid=23561

Unpack rar and put C&C_Islands.mix in your data folder to install.

---

Subject: Re: [Map Replacement] C&C Islands
Posted by liquidv2 on Thu, 27 Aug 2009 04:27:44 GMT
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it has a cool tiberian sun kind of theme to it, to me it seems darker and more gloomy and the water makes me think it's more mutated

i could hear tiberian sun music in my head when i looked at it

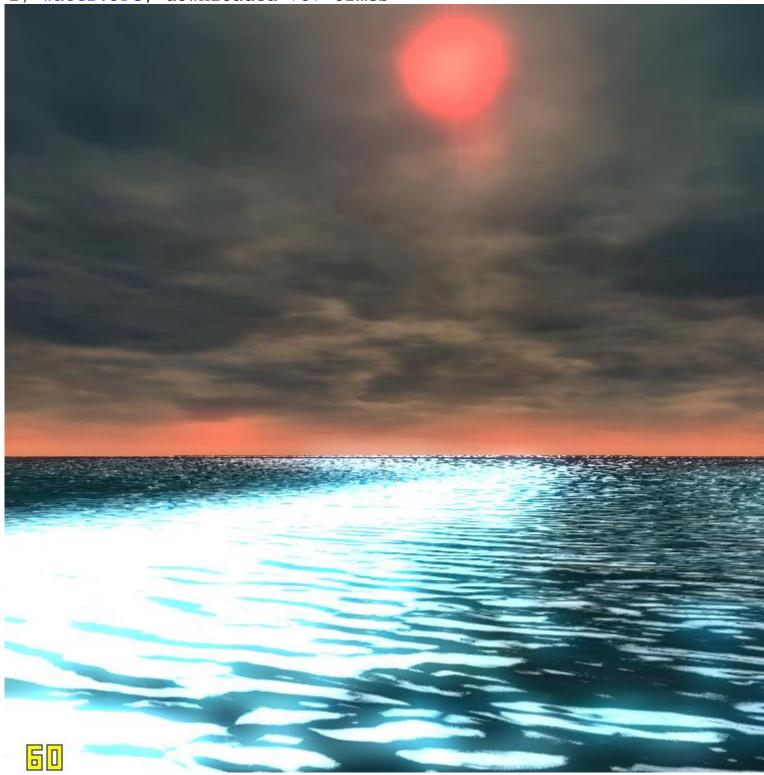i'm not a huge skin person but i might get this

---

Subject: Re: [Map Replacement] C&C Islands
Posted by Dreganius on Thu, 27 Aug 2009 06:10:42 GMT
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Naiiis. Using!

---

Subject: Re: [Map Replacement] C&C Islands

Posted by anant on Thu, 27 Aug 2009 06:52:07 GMT

That would look cool with my water

Subject: Re: [Map Replacement] C&C Islands
Posted by Prulez on Thu, 27 Aug 2009 15:32:53 GMT
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anant wrote on Thu, 27 August 2009 08:52That would look cool with my water

DO want that water.

---

Subject: Re: [Map Replacement] C&C Islands
Posted by Gen_Blacky on Thu, 27 Aug 2009 15:38:32 GMT
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nice still like mine better tho.

---

Subject: Re: [Map Replacement] C&C Islands
Posted by slosha on Thu, 27 Aug 2009 19:38:49 GMT
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It's a very nice change. Good job.

---

Subject: Re: [Map Replacement] C&C Islands
Posted by Ethenal on Thu, 27 Aug 2009 19:44:39 GMT
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anant wrote on Thu, 27 August 2009 01:52That would look cool with my water

I can only imagine how bad my game would lag with that...

---

Subject: Re: [Map Replacement] C&C Islands
Posted by ErroR on Thu, 27 Aug 2009 19:45:48 GMT
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not really, a few bump maps won't hirt

---

Subject: Re: [Map Replacement] C&C Islands
Posted by LeeumDee on Thu, 27 Aug 2009 20:23:20 GMT
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Anant please dont spam up my topic with your stuff. Make your own topic.

---

Subject: Re: [Map Replacement] C&C Islands
Posted by ArtyWh0re on Thu, 27 Aug 2009 20:48:11 GMT
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liquidv2 wrote on Wed, 26 August 2009 23:27it has a cool tiberian sun kind of theme to it, to me it seems darker and more gloomy and the water makes me think it's more mutated

i could hear tiberian sun music in my head when i looked at it
Agreed it does have cool TS feeling to it. But if LeeumDee did intend for it to be like TS then the one thing he would have to change is the clouds, making them have a thicker apperance.

---

Subject: Re: [Map Replacement] C&C Islands
Posted by LeeumDee on Thu, 27 Aug 2009 20:55:35 GMT
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ArtyWhore wrote on Thu, 27 August 2009 15:48liquidv2 wrote on Wed, 26 August 2009 23:27it has a cool tiberian sun kind of theme to it, to me it seems darker and more gloomy and the water makes me think it's more mutated

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Agreed it does have cool TS feeling to it. But if LeeumDee did intend for it to be like TS then the one thing he would have to change is the clouds, making them have a thicker apperance.

Sadly the sky/clouds aren't part of the map model itself, so I cant change them and include it in the mix. At least the way im making it you can't. Im sure there is a way however.

---

Subject: Re: [Map Replacement] C&C Islands
Posted by Gen_Blacky on Thu, 27 Aug 2009 21:27:33 GMT
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LeeumDee wrote on Thu, 27 August 2009 15:55ArtyWhore wrote on Thu, 27 August 2009 15:48liquidv2 wrote on Wed, 26 August 2009 23:27it has a cool tiberian sun kind of theme to it, to me it seems darker and more gloomy and the water makes me think it's more mutated

i could hear tiberian sun music in my head when i looked at it
Agreed it does have cool TS feeling to it. But if LeeumDee did intend for it to be like TS then the one thing he would have to change is the clouds, making them have a thicker apperance.

Sadly the sky/clouds aren't part of the map model itself, so I cant change them and include it in the mix. At least the way im making it you can't. Im sure there is a way however.

yes you can in leveledit

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by LeeumDee on Sat, 29 Aug 2009 02:49:44 GMT
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*UPDATED*
Added tiberium smoke over tib fields, changed clouds and made it slightly darker, almost night time.

http://www.youtube.com/watch?v=Oe-pZpfeaR4

Download attached.

```
File Attachments
1) UPDATED C&C_Islands Map Replacement by LeeumDee.rar,
downloaded 207 times
```

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by Starbuzzz on Sat, 29 Aug 2009 03:34:43 GMT
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Very very nice mate! I love the whole gloomy theme! Excellent work I will use.

The other map skin I use is Gen Blacky's Under forest...

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by Dreganius on Sat, 29 Aug 2009 04:07:22 GMT
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Could you send me that, Pawky? The link doesn't work for me now. -.-

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by Gen_Blacky on Sat, 29 Aug 2009 04:33:04 GMT
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lol at sunglare change to moon . also way to many emitters you need only like 3 to cover whole field. Still like mine more.

Edit

good job and you released it that's an extra plus

Subject: Re: [Map Replacement] C&C Islands
Posted by kill on Sat, 29 Aug 2009 04:59:31 GMT
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Ethenal wrote on Thu, 27 August 2009 14:44anant wrote on Thu, 27 August 2009 01:52That would look cool with my water

I can only imagine how bad my game would lag with that...
u dont lag i should know i made it

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by LeeumDee on Sat, 29 Aug 2009 05:27:09 GMT
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Gen_Blacky wrote on Fri, 28 August 2009 23:33lol at sunglare change to moon . also way to many emitters you need only like 3 to cover whole field. Still like mine more.

Edit

good job and you released it that's an extra plus

I appreciate the tips
I wanted to keep the sun in there as i want it to be gloomy but not night time, just a shitty sky in the day. Appreciate the critcism though, a lot. Thanks

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by liquidv2 on Sat, 29 Aug 2009 08:22:13 GMT
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anant just needs attention (sorry anant <3)
i like the whole theme and i'm gonna use it; good job again

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by ArtyWh0re on Sat, 29 Aug 2009 11:17:11 GMT
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LeeumDee wrote on Sat, 29 August 2009 07:27Gen_Blacky wrote on Fri, 28 August 2009 23:33lol at sunglare change to moon . also way to many emitters you need only like 3 to cover whole field. Still like mine more.

Edit

good job and you released it that's an extra plus

I appreciate the tips
I wanted to keep the sun in there as i want it to be gloomy but not night time, just a shitty sky in the day. Appreciate the critcism though, a lot. Thanks
I'm still convinced that it's almost night themed with the stars being visible and all. But i'm still going to use this, great job.

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by Mr.Mom on Tue, 01 Sep 2009 07:44:21 GMT
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Soooooo....I got a problem lol.

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by LeeumDee on Tue, 01 Sep 2009 11:06:30 GMT
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how long had you been playing before that happened?
That's a weird bug indeed :/ I'll be repacking this release anyway as soon as I get level edit and my other stuff re-installed.

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by ErroR on Tue, 01 Sep 2009 11:31:42 GMT
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looks like light maps to me

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by LeeumDee on Tue, 01 Sep 2009 12:22:00 GMT
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Yeah I see the light maps problem, its the thing that appears to be blue hell but most likely isn't blue hell which is weird :/

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by LeeumDee on Tue, 01 Sep 2009 12:59:41 GMT
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Okay, added lightmaps. If you have a problem with your version, like mr.mom I suggest you

download this.

I'll repack when i can actually test. Sorry about the confusion

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by JsxKeule on Tue, 01 Sep 2009 14:16:59 GMT
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hmm dont work for me

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by Mr.Mom on Tue, 01 Sep 2009 18:52:05 GMT
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LeeumDee wrote on Tue, 01 September 2009 04:06how long had you been playing before that happened?
That's a weird bug indeed :/ I'll be repacking this release anyway as soon as I get level edit and my other stuff re-installed.

I actually played through all that for a while lol. It was just the westwood skins at first then when I got to gdis base the WF was invisible. So I just walked along the invisible wall until I found the door and got inside. Then everything was visible inside and I killed it. Then I got in my buggy and drove back to base and everything started disappearing. Was the first time I played the map since the map replacement.

---

Subject: Re: [Map Replacement] C&C Islands
Posted by IAmFenix on Tue, 01 Sep 2009 19:06:47 GMT
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LeeumDee wrote on Thu, 27 August 2009 15:55ArtyWhore wrote on Thu, 27 August 2009 15:48liquidv2 wrote on Wed, 26 August 2009 23:27it has a cool tiberian sun kind of theme to it, to me it seems darker and more gloomy and the water makes me think it's more mutated

i could hear tiberian sun music in my head when i looked at it
Agreed it does have cool TS feeling to it. But if LeeumDee did intend for it to be like TS then the one thing he would have to change is the clouds, making them have a thicker apperance.

Sadly the sky/clouds aren't part of the map model itself, so I cant change them and include it in the mix. At least the way im making it you can't. Im sure there is a way however.

You could add the .dds into the .mix with RenegadeEx =)

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by Gen_Blacky on Tue, 01 Sep 2009 19:20:40 GMT
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the vis system is messed up , you might have to render it.

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by LeeumDee on Tue, 01 Sep 2009 21:43:48 GMT
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Okay lets see if this solves ALL the problems.

Re-exported with LE
Re-packed all light maps
Added vis.

Fingers crossed

File Attachments
1) C&C Islands map replacement By LeeumDee.rar, downloaded 116
times

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Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by IAmFenix on Wed, 02 Sep 2009 11:36:29 GMT
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Works with no problems
Nice release

---

Subject: Re: [Map Replacement] C&C Islands *UPDATED*
Posted by JsxKeule on Wed, 02 Sep 2009 12:35:20 GMT
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yep works now thx

---