Subject: [Map Replacement] C&C Mesa
Posted by LeeumDee on Sat, 29 Aug 2009 14:56:57 GMT
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Changed some textures, added tiberium smoke over tib fields, lights in the cave and made it night time.

Video: http://www.youtube.com/watch?v=mjYEY-MKd0g

Image previews

Only tested online on my computer, so please report any bugs here.

Download attached.
Unpack rar and put C&C_Mesa.mix in your data folder to install.

File Attachments
1) C&C_Mesa Map Replacement by LeeumDee.rar, downloaded 313 times

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Subject: Re: [Map Replacement] C&C Mesa
Posted by JsxKeule on Sat, 29 Aug 2009 15:12:47 GMT
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lol 5 mins ago
i wanted to make a request for a darker mesa
nice 1

Subject: Re: [Map Replacement] C&C Mesa
Posted by Starbuzzz on Sat, 29 Aug 2009 16:01:42 GMT
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Absolutely amazing, Leeum! I have been hunting for total night maps for all the official WW maps and this one is perfect. This one will be permanent for me.

It will be great if you could do a night pack for all the official maps! I will really like it!

Subject: Re: [Map Replacement] C&C Mesa
Posted by DarkKnight on Sat, 29 Aug 2009 16:55:28 GMT
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very nice, downloading now

Subject: Re: [Map Replacement] C&C Mesa
Posted by Knight on Sat, 29 Aug 2009 17:34:41 GMT
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Kick ass
Downloaded.

Subject: Re: [Map Replacement] C&C Mesa
Posted by ErroR on Sat, 29 Aug 2009 17:40:09 GMT
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Looks like a totaly different map. Great work   dowloaded

Subject: Re: [Map Replacement] C&C Mesa
Posted by ArtyWh0re on Sat, 29 Aug 2009 18:36:55 GMT
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Just downloaded, awesome

Subject: Re: [Map Replacement] C&C Mesa
Posted by GEORGE ZIMMER on Sat, 29 Aug 2009 19:27:13 GMT
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Impressive, you didn't do something over the top - something that's legitimately interesting without
having to have a strip club inside it.

Hope to see more like this from you.

Subject: Re: [Map Replacement] C&C Mesa
Posted by Gen_Blacky on Sat, 29 Aug 2009 22:53:02 GMT
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0_o great job , I going to use this one.

Edit:

Here are few tib gas emitters (different size and mist). Also 3 different tiberium crystals. Thought you might want them since you are working on re textured maps.

```
File Attachments
```
1) Tiberium Emitters and Crystals.zip, downloaded 214 times

Subject: Re: [Map Replacement] C&C Mesa
Posted by Bulldawg on Sun, 30 Aug 2009 00:26:28 GMT
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Hmm, mine seems to be having issues.

Subject: Re: [Map Replacement] C&C Mesa
Posted by LeeumDee on Sun, 30 Aug 2009 00:39:24 GMT
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Bulldawg wrote on Sat, 29 August 2009 19:26Hmm, mine seems to be having issues.

-image-

Hmmm, weird.
Try adding the file I attached to this post to your Data folder and tell me if it fixes your problem

```
File Attachments
```
1) f10_cliff1.dds, downloaded 223 times

Subject: Re: [Map Replacement] C&C Mesa
Posted by Bulldawg on Sun, 30 Aug 2009 01:01:40 GMT
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LeeumDee wrote on Sat, 29 August 2009 20:39Bulldawg wrote on Sat, 29 August 2009 19:26Hmm, mine seems to be having issues.

-image-

Hmmm, weird.
Try adding the file I attached to this post to your Data folder and tell me if it fixes your problem

Problem solved, thanks.

Subject: Re: [Map Replacement] C&C Mesa
Posted by Hugh72 on Sun, 30 Aug 2009 01:38:16 GMT
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fucking awesome i gonna to use this... Downloaded

PS mesa.mix should use backup somewhere folder before u install it

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Subject: Re: [Map Replacement] C&C Mesa
Posted by Hugh72 on Sun, 30 Aug 2009 03:44:09 GMT
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there is two bugs here screen shot...

File Attachments
1) Cave.jpg, downloaded 1068 times

2) Bridge tunnel.jpg, downloaded 1079 times

Subject: Re: [Map Replacement] C&C Mesa
Posted by LeeumDee on Sun, 30 Aug 2009 04:00:06 GMT
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Hugh72 wrote on Sat, 29 August 2009 22:44there is two bugs here screen shot...

-images-

Try putting the file attached in this post to your Data folder.
Anyone else getting any bugs? I may repack it, if loads of people are missing random textures.

File Attachments
1) f11_gravel.dds, downloaded 248 times

Subject: Re: [Map Replacement] C&C Mesa
Posted by Hugh72 on Sun, 30 Aug 2009 04:09:28 GMT
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LeeumDee wrote on Sat, 29 August 2009 23:00Hugh72 wrote on Sat, 29 August 2009 22:44there is two bugs here screen shot...

-images-

Try putting the file attached in this post to your Data folder.
Anyone else getting any bugs? I may repack it, if loads of people are missing random textures.

Fixed thanks

Subject: Re: [Map Replacement] C&C Mesa
Posted by Gen_Blacky on Sun, 30 Aug 2009 05:15:54 GMT
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repack it , your missing all the light map texture. Only does to me because I have it on multi textured lightmaps I think.

mp_mesa_lm+\0.dds - mp_mesa_lm+\93.dds

File Attachments
1) lol.JPG, downloaded 628 times

Subject: Re: [Map Replacement] C&C Mesa
Posted by Hugh72 on Sun, 30 Aug 2009 07:15:53 GMT
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OMG

Subject: Re: [Map Replacement] C&C Mesa
Posted by Mr.Mom on Sun, 30 Aug 2009 08:18:42 GMT
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Gen_Blacky wrote on Sat, 29 August 2009 22:15repack it , your missing all the light map texture. Only does to me because I have it on multi textured lightmaps I think.

mp_mesa_lm+\0.dds - mp_mesa_lm+\93.dds

Mine looks the same as his ^^^

Subject: Re: [Map Replacement] C&C Mesa
Posted by Xena on Sun, 30 Aug 2009 08:49:18 GMT
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seeing the title i was hoping it would look good. but imo it's a bit of a boring map like this.

Subject: Re: [Map Replacement] C&C Mesa
Posted by LeeumDee on Mon, 31 Aug 2009 03:17:30 GMT
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People who have been having problems; try the new mix ive attached here. I've added all the lightmap textures to the mix, thanks to help from blacky.

File Attachments
1) C&C_Mesa Map Replacement by LeeumDee.rar, downloaded 256 times

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