
Subject: CnC3 Map Request

Posted by [zunnie](#) on Thu, 10 Jun 2010 17:41:58 GMT

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<http://forums.mp-gaming.com/thread-10875.html?pid=76679&st=0#entry76679>

I would like a map like this made. I was gonna do it myself (or try it at least) but the stupid World Builder wont run under windows 7

Is there anyone with the zkillz to do it? Would be awesome!!

The little green squares are Player Starts.. 3 at bottom for PLAYERS and 5 at top for Brutal AI

I also like to have Oxi's no-superweapon fix applied to it so there are no nukes or ions available:

<http://cnc3.game-maps.net/index.php?act=view&id=726>

Please PM me if you want to do this

We'll advertise the map on all our sites and of course you get full credit in the readme's and stuff and it will be placed on our cnc3 section of game-maps: <http://cnc3.game-maps.net>

Greetz zunnie

Subject: Re: CnC3 Map Request

Posted by [Tupolev TU-95 Bear](#) on Thu, 10 Jun 2010 17:47:47 GMT

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Tried setting as admin and changing compat ? (obviously you must of done this inorder to work)

Subject: Re: CnC3 Map Request

Posted by [zunnie](#) on Thu, 10 Jun 2010 17:58:32 GMT

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Yes i tried all that, it doesn't work at all under windows 7 64bit at least

Subject: Re: CnC3 Map Request

Posted by [Tupolev TU-95 Bear](#) on Thu, 10 Jun 2010 18:15:58 GMT

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This is wierd, consideing Generals has world builder and that works on my Win7.

Is the CnC3 intergrated with your CnC or does it have its own .exe ? if it does try uninstalling it then reinstall it, besure its stable enough to run or things can turn worse.

Subject: Re: CnC3 Map Request
Posted by [zunnie](#) on Thu, 10 Jun 2010 18:24:06 GMT
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The Installer is the problem, it doesn't detect my game installation at all and tells me to install CnC3 and try again lol

File Attachments

1) [wberrorwin7.jpg](#), downloaded 716 times



Subject: Re: CnC3 Map Request
Posted by [Tupolev TU-95 Bear](#) on Thu, 10 Jun 2010 18:41:19 GMT
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Heh then the problem seems to be a cheeky bugger.

Subject: Re: CnC3 Map Request
Posted by [Zion](#) on Thu, 10 Jun 2010 20:30:10 GMT
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Check the registry (regedit) to make sure you have an installation key for C&C 3.

The key location is: HKEY_CURRENT_USER > Software > Electronic Arts > Electronic Arts > Command and Conquer 3

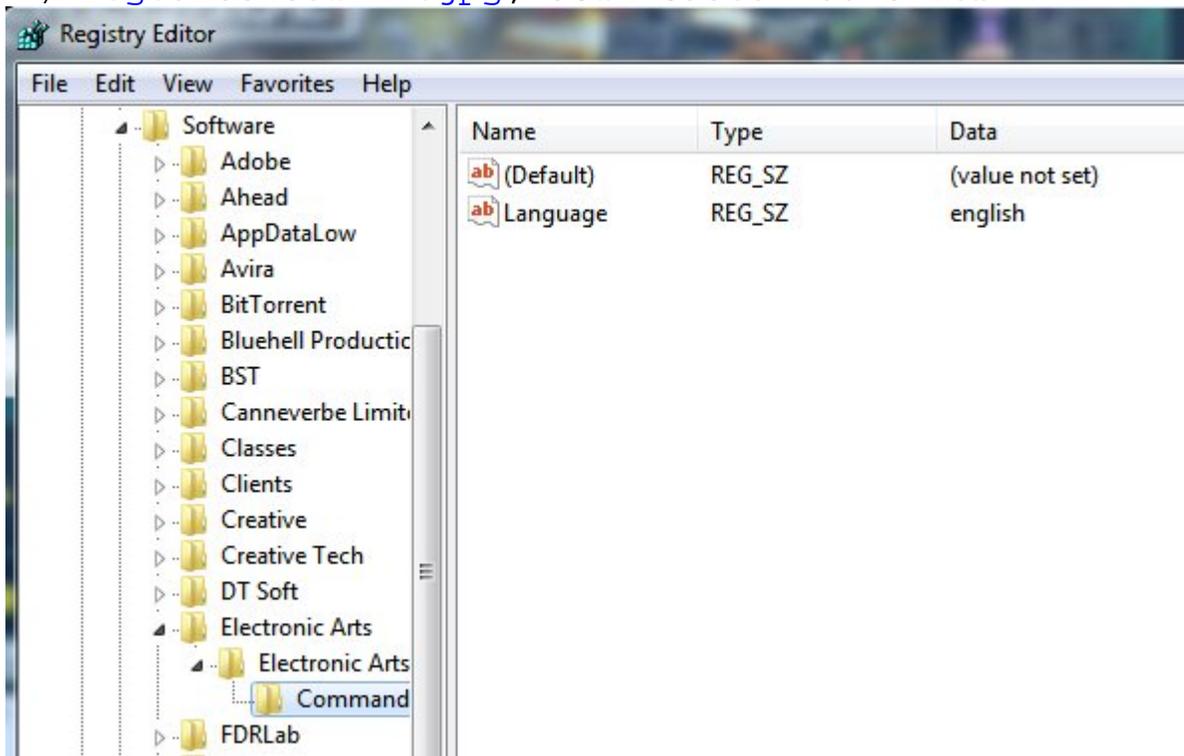
Subject: Re: CnC3 Map Request
Posted by [zunnie](#) on Thu, 10 Jun 2010 21:01:32 GMT
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What entries should be there? This is all i got in there:

Can you tell me which values should be there? Show me a screenshot, just black out your serial

File Attachments

1) [regeditcnc3win7.jpg](#), downloaded 700 times



Subject: Re: CnC3 Map Request

Posted by [Zion](#) on Thu, 10 Jun 2010 22:54:30 GMT

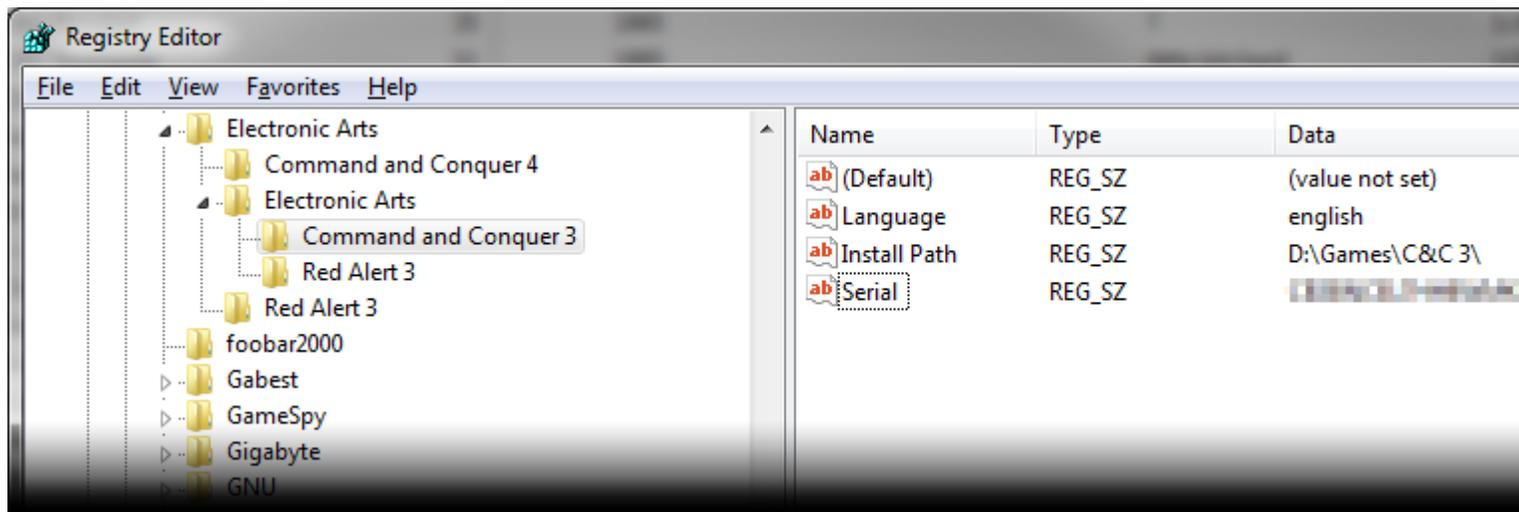
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Obviously.

Saying this, I do not actually have WorldBuilder installed, but I've read up that these keys are required and also the MOD SDK is required.

File Attachments

1) [C&C3 Registry.png](#), downloaded 550 times



Subject: Re: CnC3 Map Request
Posted by [nopol10](#) on Fri, 11 Jun 2010 00:34:13 GMT
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In 64bit Windows, your C&C 3 registry or anything that is natively 32bit will be inside the Wow6432Node key which is found under Software instead of just being in Software.

Subject: Re: CnC3 Map Request
Posted by [Ethenal](#) on Fri, 11 Jun 2010 04:19:45 GMT
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If I recall it worked fine on mine (Windows 7 x64), so I can't imagine what's wrong here.

Subject: Re: CnC3 Map Request
Posted by [zunnie](#) on Sat, 12 Jun 2010 06:16:49 GMT
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So is anyone interested in doing this maybe?

Subject: Re: CnC3 Map Request
Posted by [nopol10](#) on Sat, 12 Jun 2010 23:27:35 GMT
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I guess I'll have a go at this, is this for C&C3 or Kane's Wrath?

Subject: Re: CnC3 Map Request
Posted by [zunnie](#) on Sun, 13 Jun 2010 00:23:21 GMT
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Winter1991 made it today, he just gave it to me
But, feel free to make it yourself too if you want to, i will place it
on the site as well..

Download

Unlike the mapname says this map was made by Winter1991 from st0rm.
It is a large map with no obstacles so you can have bigass wars going on.
Tiberium Spikes are present and EMP are present.
