Subject: C&C_GrandCanyon
Posted by Taz on Tue, 08 Feb 2011 19:16:43 GMT
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Would there be any interest in having this map converted to a Renegade map?

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Subject: Re: C&C_GrandCanyon
Posted by Spyder on Tue, 08 Feb 2011 22:20:19 GMT
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Yes there is, but which game is this then?

---

Subject: Re: C&C_GrandCanyon
Posted by Tupolev TU-95 Bear on Tue, 08 Feb 2011 22:26:57 GMT
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Spyder wrote on Tue, 08 February 2011 22:20Yes there is, but which game is this then?
C&C Reborn

---

Subject: Re: C&C_GrandCanyon
Posted by Generalcamo on Wed, 09 Feb 2011 01:53:53 GMT
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Perhaps, the Gmax source must be released first though, unless you want TS buildings in a TD
game (Doesn't work well that way, might work with RA though)

---

Subject: Re: C&C_GrandCanyon
Posted by _SSnipe_ on Wed, 09 Feb 2011 07:36:35 GMT
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yes, it looks awesome

---

Subject: Re: C&C_GrandCanyon
Posted by Taz on Wed, 09 Feb 2011 14:20:14 GMT
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Generalcamo wrote on Tue, 08 February 2011 18:53Perhaps, the Gmax source must be released first though, unless you want TS buildings in a TD game (Doesn't work well that way, might work with RA though)

I have all the sources for the map as i'm the creator.

---

Subject: Re: C&C_GrandCanyon
Posted by Gen_Blacky on Wed, 09 Feb 2011 22:46:25 GMT
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Taz wrote on Wed, 09 February 2011 07:20Generalcamo wrote on Tue, 08 February 2011 18:53Perhaps, the Gmax source must be released first though, unless you want TS buildings in a TD game (Doesn't work well that way, might work with RA though)

I have all the sources for the map as i'm the creator.

gj on the map looks good

---

Subject: Re: C&C_GrandCanyon
Posted by Gohax on Thu, 10 Feb 2011 08:47:19 GMT
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Map looks sick man. Wouldn't mind playing it on Ren.

---

Subject: Re: C&C_GrandCanyon
Posted by Spyder on Fri, 11 Feb 2011 09:25:12 GMT
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Switching to "DEMAND MODE"

I DEMAND A RENEGADE RELEASE FOR THIS MAP!

---

Subject: Re: C&C_GrandCanyon
Posted by Altzan on Fri, 11 Feb 2011 16:48:27 GMT
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Add me to the "interested" category.

---

Subject: Re: C&C_GrandCanyon
Posted by my486CPU on Sat, 12 Feb 2011 20:11:39 GMT

Yes, absolutely.

---

## Subject: Re: C&C_GrandCanyon
Posted by Spyder on Sun, 13 Feb 2011 12:01:01 GMT

If this is converted to Renegade, could it be added to TT?

---

## Subject: Re: C&C_GrandCanyon
Posted by Stefan on Sun, 13 Feb 2011 12:56:36 GMT

wow.

---

## Subject: Re: C&C_GrandCanyon
Posted by GEORGE ZIMMER on Sun, 13 Feb 2011 21:20:28 GMT

Spyder wrote on Sun, 13 February 2011 05:01If this is converted to Renegade, could it be added to TT?
TT will be having map transfer, anyway. No sense increasing the patch size...

---

## Subject: Re: C&C_GrandCanyon
Posted by Taz on Mon, 14 Feb 2011 15:12:22 GMT

GEORGE ZIMMER wrote on Sun, 13 February 2011 14:20Spyder wrote on Sun, 13 February 2011 05:01If this is converted to Renegade, could it be added to TT?
TT will be having map transfer, anyway. No sense increasing the patch size...

This.

Anyway, i got the map working in Renegade Leveleditor. Now it's just a matter of transferring some props and attaching the buildings to the terrain.

File Attachments
1) a1gwag.jpg, downloaded 1215 times

---

Subject: Re: C&C_GrandCanyon
Posted by Taz on Mon, 21 Feb 2011 11:17:37 GMT
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Hehe. Anyone feel like giving this map a try? It's almost ready.

Subject: Re: C&C_GrandCanyon
Posted by Omar007 on Mon, 21 Feb 2011 11:33:54 GMT
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Taz wrote on Mon, 21 February 2011 12:17Hehe. Anyone feel like giving this map a try?

Yes

Subject: Re: C&C_GrandCanyon
Posted by Spyder on Mon, 21 Feb 2011 13:56:30 GMT
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WANT!

Subject: Re: C&C_GrandCanyon
Posted by Taz on Mon, 21 Feb 2011 17:39:21 GMT
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Alright. Fixing up a few things. It might be ready tonight or tomorrow.

Subject: Re: C&C_GrandCanyon
Posted by my486CPU on Mon, 21 Feb 2011 18:19:08 GMT
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Taz wrote on Mon, 21 February 2011 12:39Alright. Fixing up a few things. It might be ready
tonight or tomorrow.

Can't wait to try it!

Edit: is that the mammy from ren-alert?

Subject: Re: C&C_GrandCanyon
Posted by Taz on Mon, 21 Feb 2011 18:30:50 GMT
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Renalert? I guess you could say that. They were made by someone called Katzsmile, i got
permission to use them.

Subject: Re: C&C_GrandCanyon

Posted by my486CPU on Mon, 21 Feb 2011 18:45:23 GMT

All I can say is it looks epic

---

Subject: Re: C&C_GrandCanyon
Posted by Taz on Mon, 21 Feb 2011 21:19:50 GMT

I've compiled a beta map for everyone to test. You can expect some errors. Missing textures, weird objects etc.

If you find any, take a screenshot of them and post them over here  Thanks.

http://www.gamefront.com/files/20028786/C%26C_GrandCanyon_Beta01.rar

File Attachments
1) ScreenShot04.png, downloaded 950 times

---

**Subject: Re: C&C_GrandCanyon**
Posted by my486CPU on Mon, 21 Feb 2011 23:10:06 GMT
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I love the textures and the modeling but found many glitches ...missing textures, a few vis glitches, GDI pp is to low, and Waypath problems.
The waypath for the harvs runs them into the mesh cliffs and the ones for the vehs don't appear to be set properly (if at all).

I attached some screen shots.

File Attachments
1) Canyons.rar, downloaded 266 times

Subject: Re: C&C_GrandCanyon
Posted by roszek on Tue, 22 Feb 2011 16:46:23 GMT
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cool map.

```
File Attachments
1) some_shots.zip, downloaded 261 times
```

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Subject: Re: C&C_GrandCanyon
Posted by Generalcamo on Tue, 22 Feb 2011 22:15:13 GMT
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Could you use the Expanded MP Buildings found HERE?

They are packed away in this zip.

---

Subject: Re: C&C_GrandCanyon
Posted by Creed3020 on Thu, 24 Feb 2011 17:26:04 GMT
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I am going to give this map a preview as soon as I can

---

Subject: Re: C&C_GrandCanyon
Posted by Taz on Sun, 27 Feb 2011 15:59:00 GMT
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Generalcamo wrote on Tue, 22 February 2011 15:15Could you use the Expanded MP Buildings found HERE?

They are packed away in this zip.

What's the difference between this and the normal buildings?

---

Subject: Re: C&C_GrandCanyon
Posted by Gen_Blacky on Sun, 27 Feb 2011 18:33:56 GMT
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Taz wrote on Sun, 27 February 2011 08:59Generalcamo wrote on Tue, 22 February 2011

15:15Could you use the Expanded MP Buildings found HERE?


They are packed away in this zip.


What's the difference between this and the normal buildings?

Quote:In some cases you will find variations of the multiplayer buildings that had underground rooms which we ended up cutting.  As you may notice, some buildings are very complex and are made of many different models.  Usually they are set up so that when you instantiate the model for the exterior of the building, it proxies in all of the other needed models in the proper places. This is advanced stuff and may contain old assets that are missing textures

nothing use the prebuilt buildings with proxies.
http://ren.game-maps.net/index.php?act=category&id=163


Nice work on the map. I increased my renegade draw distance and its looks good.

How did you make the red flashes every so often. I always create a spawner that creates it or an object explosion.


---

## Subject: Re: C&C_GrandCanyon
Posted by Generalcamo on Sun, 27 Feb 2011 19:50:51 GMT
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Oh, I linked you to the wrong ones, the correct ones:
  http://www.renegadehelp.net/downloads/models/Buildings/AlternativeMPBuildings.zi p

Image:


Proxies included.

---

## Subject: Re: C&C_GrandCanyon
Posted by Taz on Mon, 28 Feb 2011 14:29:49 GMT
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Hmmm, i remember playing FieldTS with those buildings and i didn't like the fact that players could hide in those basements... it also slowed down gameplay quite a bit because you had to go down with the elevator to get to the MCT. I'll stick to the normal buildings for now.

I got a new build ready. It fixes most of the bugs that were reported and the ones i found myself.

http://www.gamefront.com/files/20050976/C%26C_GrandCanyon_Beta02.rar

Subject: Re: C&C_GrandCanyon
Posted by Creed3020 on Wed, 02 Mar 2011 16:58:26 GMT
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Awesome! I played the map this morning for the first time and definitely noticed some bugs. I will try the second version before I post anything specific wrong with the map.