
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?

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

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Yes, absolutely.

Subject: Re: C&C_GrandCanyon

Posted by [Spyder](#) on Sun, 13 Feb 2011 12:01:01 GMT

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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

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wow.

Subject: Re: C&C_GrandCanyon

Posted by [GEORGE ZIMMER](#) on Sun, 13 Feb 2011 21:20:28 GMT

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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

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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) [algwag.jpg](#), downloaded 1062 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.

File Attachments

1) [hehe.jpg](#), downloaded 1019 times



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

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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

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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 834 times

The HUD is now enabled.



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 231 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 226 times

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 15:15 Could 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 08:59 Generalcamo wrote on Tue, 22 February 2011

15:15 Could 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.zip>

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.
