
Subject: Does anyone have...

Posted by [Cpo64](#) on Fri, 11 Apr 2003 18:16:10 GMT

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Does anyone have road textures?

Such as:

-Straight

-3 Way Intersection

-4 Way Intersection

Maybe even a parking lot texture, which would blend well with the road?

I have tried to use the cc_road_#.tga but they don't work with each other very well, and my imaging program sucks.

And how about street signs and other models? (Lamps, Advertisements, etc.)
(Anyone want something advertised in a map?)

Also, does anyone have a model of one of those little Giro Copters that have the big glass bubble at the front? Esp. one that works, or would easily be made to work with, Renegade?

(edit:somthing simular to this <http://www.robinsonheli.com/R22-01Cover2.gif>)

Thanks for any help,

Subject: Does anyone have...

Posted by [laeubi](#) on Fri, 11 Apr 2003 21:21:26 GMT

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I have a colection of sign Textures done by me, I'll upload them tomorow. (Its late today 23:21 pm and I ahd to weak up at 6:00) [GMT+ 1]

Subject: Does anyone have...

Posted by [Deafwasp](#) on Fri, 11 Apr 2003 22:44:34 GMT

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I have a few road textures that i made. all for different types of roads. But I cant hand em out just yet.

I am working on a site.

Subject: Does anyone have...

Posted by [Dante](#) on Fri, 11 Apr 2003 22:54:16 GMT

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got a digital camera, that is the best way to get new textures....

although you should change your image editing app to PSP or PS 6 or 7

Subject: Does anyone have...

Posted by [General Havoc](#) on Fri, 11 Apr 2003 23:43:37 GMT

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Yeah I was thinking of using my digital camera to make some textures. Thats how Westwood did some of theirs such as trees and things. My digital camera broke a few months back and I have still got to contact my insurance comapny about that, you just reminded me. Well if I do get it fixed anytime soon i might have a go at making some textures and seeing how it turns out. The makers of Carnage Club Xtreme map used this method for most of their textures.

Also that reminds me about them 36 10MB rar files on my harddrive containing all of the generals textures that i was going to upload.

_General Havoc

Subject: Does anyone have...

Posted by [Cpo64](#) on Fri, 11 Apr 2003 23:52:35 GMT

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Dantegot a digital camera, that is the best way to get new textures....

although you should change your image editing app to PSP or PS 6 or 7

No, I don't have a digital camera, unfortunately, and I don't think my city would like me standing in the middle of a road taking pictures

I probably should get one of those image apps, does anyone have a link?

Subject: Does anyone have...

Posted by [StoneRook](#) on Sat, 12 Apr 2003 00:24:34 GMT

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well - an excellent source of textures can be found on the following cd's:

<http://www.3dseek.com/?a=12>

[http://www.the3dstudio.com/\(niol4455bgxmlzydicdl1u2\)/Default.aspx](http://www.the3dstudio.com/(niol4455bgxmlzydicdl1u2)/Default.aspx)

some are free - some are for money..

I bought two disks:
Matcoland Texture Pack Vol 1

and

STN Texture Collection

and i still havent scratched the surface of the files contained in them....

my personal texture collection stands at 7,557 files - taking up a space of 1.86 gig --- so you know it's good to get them....

Subject: Re: Does anyone have...
Posted by [Sir Phoenixx](#) on Sat, 12 Apr 2003 01:32:38 GMT
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Cpo64Also, does anyone have a model of one of those little Giro Copters that have the big glass bubble at the front? Esp. one that works, or would easily be made to work with, Renegade?

Giro Copters?

(Ssomething like the dragonfly in my sig?)

Subject: Re: Does anyone have...
Posted by [Cpo64](#) on Sun, 13 Apr 2003 20:31:14 GMT
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Sir PhoenixxCpo64Also, does anyone have a model of one of those little Giro Copters that have the big glass bubble at the front? Esp. one that works, or would easily be made to work with, Renegade?

Giro Copters?

(Ssomething like the dragonfly in my sig?)

Yes something like that, with out the gun.

Subject: Does anyone have...

Posted by [maytridy](#) on Mon, 14 Apr 2003 21:52:54 GMT

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Use the XCC Mixer to extract them from C&C_Metro. I got some good intersection and parking lot textures from there.

Subject: Does anyone have...

Posted by [Cpo64](#) on Tue, 15 Apr 2003 04:01:43 GMT

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maytridy Use the XCC Mixer to extract them from C&C_Metro. I got some good intersection and parking lot textures from there.

I will have a look, are those public textures? or will someone piss on me?

Subject: Does anyone have...

Posted by [Aircraftkiller](#) on Tue, 15 Apr 2003 05:31:34 GMT

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No, they're mine, because Metro is my map.

I would advise you NOT use them. Thank you.

Subject: Does anyone have...

Posted by [Madtone](#) on Tue, 15 Apr 2003 05:37:36 GMT

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can't he just use them and say thanks to you in the credits and thank yous?

Subject: Does anyone have...

Posted by [Cpo64](#) on Tue, 15 Apr 2003 05:43:20 GMT

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I knew someone would get pissy

One question, where did you get the texture from Ack?

Subject: Does anyone have...

Posted by [Madtone](#) on Tue, 15 Apr 2003 05:50:35 GMT

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don't worry man, im working on that texture for you right now!

Subject: Does anyone have...

Posted by [Cpo64](#) on Tue, 15 Apr 2003 05:56:35 GMT

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Madtonedon't worry man, im working on that texture for you right now!

There are not enough Emoticons on this forum, nor in the world to express my gratitude.

I thank you.

Subject: Does anyone have...

Posted by [Madtone](#) on Tue, 15 Apr 2003 05:57:47 GMT

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Sorry for the wait, here it is... lol took me about 10 mins to make.....

<http://modx.renevo.com/showthread.php?s=&threadid=224>

there ya go, up on good ol' ModX, use it freely but you *have* to include my name or say thanks in anything you use it in, thats the only rule!!

Enjoy

Subject: Does anyone have...

Posted by [Cpo64](#) on Tue, 15 Apr 2003 06:00:25 GMT

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MadtoneSorry for the wait, here it is... lol took me about 10 mins to make.....

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there ya go, up on good ol' ModX, use it freely but you *have* to include my name or say thanks in anything you use it in, thats the only rule!!

Enjoy

That is very good, I thank you, but eh, I also need a 3W and 4W intersections.

Subject: Does anyone have...

Posted by [Madtone](#) on Tue, 15 Apr 2003 06:02:29 GMT

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lol, ok, explain more..... im preety tired from surfing all day, so you are gonna have to repeat what you said is basic n00by language....

Subject: Does anyone have...
Posted by [Cpo64](#) on Tue, 15 Apr 2003 06:04:10 GMT
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That is very good, I thank you, but eh, I also need a 3W(ay) and 4W(ay) intersections.

Is that better? since that is what I had posted at the very start of the thread, I thought it would be clear...

Subject: Does anyone have...
Posted by [Madtone](#) on Wed, 16 Apr 2003 02:00:17 GMT
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ok i will work on these today when i get time

Subject: Does anyone have...
Posted by [maytridy](#) on Wed, 16 Apr 2003 02:36:27 GMT
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Quote:No, they're mine, because Metro is my map.

I would advise you NOT use them. Thank you.

How do you claim a texture as your own? If you made it, that's a different story (wich i highly doubt), but, you can't "own" a freakin road texture that you proolly got from your "inside friends". i can get the same thing in a \$5 graphics pack. Hell, if i wanna be a real cheap ass, i'll just go on google and get one. Not everyone is out to steal your work. Can't you just let us use some textures?

Subject: Does anyone have...
Posted by [Madtone](#) on Wed, 16 Apr 2003 02:43:52 GMT
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nah, just drop it.....

no need for flaming or fighting or arguing or whatever, its his choice and from what i gather its final...

just contact me for any general textures and i will see what i can come up with

Subject: Does anyone have...

Posted by [maytridy](#) on Wed, 16 Apr 2003 02:48:38 GMT

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yeah, i guess your right. Not much use going up against Ack.

Subject: Does anyone have...

Posted by [Madtone](#) on Wed, 16 Apr 2003 03:02:25 GMT

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maytridyyeah, i guess your right. Not much use going up against Ack.

no, its not that, its just he said his answer and from the way he said it, i think the means that as a final answer, so there is no mroe need to discuss it, just take a deep breath and say, "ok, np".

Thats why i would do and i suggest everyone else should, its easyier that way!

Subject: Does anyone have...

Posted by [Doitle](#) on Wed, 16 Apr 2003 03:31:55 GMT

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The Road Texture Saga Continues...

Subject: Does anyone have...

Posted by [Cpo64](#) on Wed, 16 Apr 2003 04:40:50 GMT

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Madtonemaytridyyeah, i guess your right. Not much use going up against Ack.

no, its not that, its just he said his answer and from the way he said it, i think the means that as a final answer, so there is no mroe need to discuss it, just take a deep breath and say, "ok, np".

Thats why i would do and i suggest everyone else should, its easyier that way!

I am confuzed :dontgetit: , Am I the one that was flaming? If so I did not intend that, its one big misunderstanding.

For the record, what I want is:

- Small Civi Helicopter (/w textures, and easily made to work with renegade)
 - A 'pack' of road tileable textures that includes a 3 way, and 4 way intersections. So they could be used much the same way that the textues in the RA map editor work.
 - Any signs and other stuff that you would find along a inner city road.
-

Subject: Does anyone have...

Posted by [maytridy](#) on Wed, 16 Apr 2003 12:57:09 GMT

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No, you weren't flaming. Ack just got mad cuz i ripped a texture out of his map. So, I won't anymore, n\p.

That good Matone? (You should be an anger management teacher dude.)

Subject: Does anyone have...

Posted by [Madtone](#) on Wed, 16 Apr 2003 22:15:20 GMT

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maytridy(You should be an anger management teacher dude.)

LOL!!

well thanks for the compliment, and yeah thats cool!

lol, you guys crack me up sometimes
