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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [OrcaPilot26](#) on Fri, 12 Dec 2003 01:12:46 GMT

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This problem I've had with the past 2 maps I've made. I just can't fix it.

About 3 months ago I gave up on a map called C&C\_Arctic. I tried everything I could think of to fix it. I even converted it to a DM map(was previously C&C mode, after extensive manipulation of the gmax file. I tried recompiling the vis, no luck. I just cannot figure out what is wrong with my maps. I worked really hard C&C Arctic and it's ruined. So I moved on to C&C Airbase, and now it has the same problem.

I have it backed up, but I'm not yet certain that'll fix the problem.

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [flyingfox](#) on Fri, 12 Dec 2003 01:28:22 GMT

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Sure that isn't just your Direct 3D or open GL causing those anomalies?

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [cowmisfit](#) on Fri, 12 Dec 2003 01:43:54 GMT

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lol SOMEONE HELP HIM LOL I WANT TO PLAY THAT MAP!!!!!!!!!!!!!!!

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Vitaminous](#) on Fri, 12 Dec 2003 01:56:44 GMT

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The Matrix has you...

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [cowmisfit](#) on Fri, 12 Dec 2003 01:57:30 GMT

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AprimeThe Matrix has you...

---

LOL

---

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [TheMouse](#) on Fri, 12 Dec 2003 03:27:40 GMT

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its... DISCO!!!

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Gernader8](#) on Fri, 12 Dec 2003 03:33:46 GMT

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The sky looks like a poor represented "data stream." I really hope you were not going for that...

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Titan1x77](#) on Fri, 12 Dec 2003 05:04:11 GMT

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well nightma 12 had this same exact issue...talk to him.

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [cowmisfit](#) on Fri, 12 Dec 2003 11:38:18 GMT

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lol and if all else fells release it like that lol

---

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [pulverizer](#) on Fri, 12 Dec 2003 11:47:57 GMT

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well I've never seen THAT before...

I hope you can fix it...

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [cowmisfit](#) on Fri, 12 Dec 2003 11:56:58 GMT

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OT::: BUT is that real??//

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [MonkeyPhonic](#) on Fri, 12 Dec 2003 12:40:17 GMT

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No, it's fake. Please tell me you weren't fooled by it.

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [ericlaw02](#) on Fri, 12 Dec 2003 14:43:37 GMT

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It looks like you set the wrong W3D settings (Something....I don't know..)  
or you left some textures (Missing Textures on the sky....)

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [General Havoc](#) on Fri, 12 Dec 2003 17:06:14 GMT

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Try testing it on an ATI and a nVidia card and see if it has any difference. Laeubi's mod screws up on nVidia cards. If you haven't changed anything on your map since it worked then you probably changed your graphics card drivers. In Laeubi's case it was a new nVidia driver that caused the problem.

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [xpontius](#) on Fri, 12 Dec 2003 17:10:36 GMT

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Its the Northern Lights gone ballistic.  
Hope you can fix it.....anyways, what are those colored planes supposed to be...aircraft barriers?

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Ferhago](#) on Fri, 12 Dec 2003 17:34:04 GMT

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Maybe if you all could stop making witty remarks and actually try to fucking help.

I and probably alot of others really looked forward to this map

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Adavanze](#) on Fri, 12 Dec 2003 17:53:49 GMT

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The only thing i would reccomend is seeing if anyone else gets the same problems. It may be agp problems.

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)  
Posted by [OrcaPilot26](#) on Fri, 12 Dec 2003 19:33:07 GMT  
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I think it might be corrupted texture files.

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)  
Posted by [Adavanze](#) on Fri, 12 Dec 2003 19:57:44 GMT  
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texture files can do that ? \*drops dead with amazment\*

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)  
Posted by [\[REHT\]Spirit](#) on Fri, 12 Dec 2003 20:17:07 GMT  
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Adavanzetexture files can do that ? \*drops dead with amazment\*

Yea, if you take parts of the texture and place it at differant parts of the object.....erm.....UVW unwrap is probally the correct modifier for this.

The sky stuff does look a little like the missing texture symbol. Did ya toy around with the sky textures and put new ones in your mod folder?

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)  
Posted by [OrcaPilot26](#) on Fri, 12 Dec 2003 20:30:39 GMT  
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yup, sure ebough, there were a few textures that I removed and the problem was fixed.

Unfortunately, there's another (unrelated) problem. Almost all the spawners in the map, except a few gun emplacements are non-existent in-game.

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)  
Posted by [Adavanze](#) on Fri, 12 Dec 2003 21:41:32 GMT  
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That sux.. maybe if u edit a vehicle spawner to a weapon munition spawner or something.

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [OrcaPilot26](#) on Sat, 13 Dec 2003 01:53:22 GMT

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errrr...the spawners just aren't working, the did a week ago though.

---

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Vitaminous](#) on Sat, 13 Dec 2003 02:13:28 GMT

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Send it over, could always try something.

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Deafwasp](#) on Sat, 13 Dec 2003 06:36:51 GMT

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Did you check Weapon Spawns "ON" when setting up the game when you went to play?

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [OrcaPilot26](#) on Sat, 13 Dec 2003 18:11:00 GMT

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DOH!, it was off, all my problems have been solved!

---

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [gendres](#) on Sat, 13 Dec 2003 18:28:47 GMT

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yay!!! are going to release it now?

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Deafwasp](#) on Sat, 13 Dec 2003 18:32:29 GMT

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\*Takes a bow\*

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Adavanze](#) on Sat, 13 Dec 2003 18:37:25 GMT

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Yay! This could be an early xmas present!

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Matt2405](#) on Sat, 13 Dec 2003 21:33:03 GMT

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Release date please? I can't wait.

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [cowmisfit](#) on Sat, 13 Dec 2003 21:59:52 GMT

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OrcaPilot26DOH!, it was off, all my problems have been solved!

KICK ASS!!!! CANT WAIT!!!!

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [spreegem](#) on Sat, 13 Dec 2003 22:44:02 GMT

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---

Release it on Christmas as a Christmas present, just an idea. . . plus that gives you time to go through and check everything over one last time and fix any more problems there may be.

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [cowmisfit](#) on Sat, 13 Dec 2003 23:47:05 GMT

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---

spreegemRelease it on Christmas as a Christmas present, just an idea. . . plus that gives you time to go through and check everything over one last time and fix any more problems there may be.

NO NO NO LOL RELEASE IT AS SOON AS POSSIBLE LOL no one will be able to play it on chrstitmas probably because its "family day" lol.

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Spike](#) on Sun, 14 Dec 2003 00:26:45 GMT

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cowmisfitspreegemRelease it on Christmas as a Christmas present, just an idea. . . plus that gives you time to go through and check everything over one last time and fix any more problems there may be.

NO NO NO LOL RELEASE IT AS SOON AS POSSIBLE LOL no one will be able to play it on chrstimas probably because its "family day" lol.

^^ what he said ^^

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [cowmisfit](#) on Sun, 14 Dec 2003 00:32:41 GMT

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BINGO IDEA!!!! lol did you delete that other map u were worken on because if u didnt than u can go fix that one too and release them both!!!!!!!!!! CNC Airbase first and the other one like 2 or 3 weeks later after hype of cnc airbase wairs away a bit lol

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [spreegem](#) on Sun, 14 Dec 2003 01:31:33 GMT

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Release it on Chri. . . ok then how about you release it on December 20th 2003 at 8:30 P.M. that is exactly one week according to my clock here

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [cowmisfit](#) on Sun, 14 Dec 2003 01:50:51 GMT

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Release it saterday at 6:00am Eastern Standerd Time lol thats when i wake up and ill ahve 2 days to play it at night and then chrstims and thena ll chrstimas break lol....P>S NOTICE the new kick ass name in sig WOCHA.

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Adavanze](#) on Sun, 14 Dec 2003 09:26:44 GMT

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Release it before the 16'th! I wanna play this before i got on vacation! Muhuhu this is gonna pwn!  
\*starts shaking with excitement\*

---

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

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Posted by [ericlaw02](#) on Sun, 14 Dec 2003 16:32:48 GMT

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\*Starts shouting loud\*

NO WAY!!!!!! Release it today

\*Walks away\*

---

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [forsaken](#) on Sun, 14 Dec 2003 16:43:02 GMT

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well he also might be able to release his other map Artic too, since he said he had the same problem with it, and now since that problem is fixed there should be no more complications with releasing it now along with Airbase.

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [OrcaPilot26](#) on Sun, 14 Dec 2003 17:09:26 GMT

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Arctic's still a while off, It's rather outdated too, I'm also trying to get on the Renalert team as a mapper. Expect a release of airbase in a few days though, all I need to do is finish the landed aircraft models and add a few weapon/startup spawners.

---

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Adavanze](#) on Sun, 14 Dec 2003 19:54:22 GMT

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Sounds cool!

---

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [sniper12345](#) on Wed, 17 Dec 2003 17:06:37 GMT

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so is it released?

---

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [OrcaPilot26](#) on Wed, 17 Dec 2003 17:19:30 GMT

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When it's released I'll post a topic called "C&C Airbase Released"

---

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Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [sniper12345](#) on Fri, 26 Dec 2003 11:01:07 GMT

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---

You said you would release it yesterday!

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Matt2405](#) on Fri, 26 Dec 2003 11:20:23 GMT

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Please hurry up.....

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [Ferahgo](#) on Mon, 29 Dec 2003 22:00:15 GMT

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---

What happened to this map!?

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [OrcaPilot26](#) on Mon, 29 Dec 2003 22:04:56 GMT

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---

I haven't been able too finish the last 2% because I've been sick for the past month, but it's just about ready to go now.

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [OrcaPilot26](#) on Tue, 30 Dec 2003 20:00:40 GMT

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---

The map is done, but I must be doing something wrong in exporting it as .mix because it keeps crashing when I test it.

---

Subject: Big problem-may compromise C&C Airbase release!(fixed)

Posted by [cowmisfit](#) on Tue, 30 Dec 2003 21:44:18 GMT

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lol i cant wait!!!!

---