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Subject: Load Screens

Posted by [snipesimo](#) on Sun, 19 Sep 2004 02:49:05 GMT

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RenGuard Team,

Tonight, I upgraded my BETA of CP1 to the newest version available. Upon doing so, I proceeded to test things out to see what was new. I joined a server, and my jaw dropped. The load screen is, well its ugly, to be blunt. I hate it. Not to mention, as usual I have a rare bug where the load-screen text/pictures are all off. They stick out of the boxes etc. If you want an SS of what I am talking about just ask, I won't make the SS public since its still of a closed BETA version of CP1.

Mac told me that he would be willing to accept any new load screen submissions that have boxes to hold information in. I have 13 entries, all of which I think are far superior to the current CP1 load screen. All of them can be viewed here:

<http://www.fanmaps.net/brenbot/snipesimo/Skins/>

I just want to make it known, that I in no way made these load screens. They are all from the Single Player missions etc. that are built into Renegade. I simply just modify Renegade to make them the load screen for CnC mode.

I am fairly positive that the text in the boxes can be easily modified by using new presets. And its simple enough to change the load screens themselves, I only use one file to do it and its 100% compatible with RenGuard.

Also, I am considering releasing the files that enable these load screens to the general public. It will all depend on how many people want it and don't already have it. If thats you, please post your interest.

Thanks for your time,

Nick

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Subject: Load Screens

Posted by [Renx](#) on Sun, 19 Sep 2004 15:42:28 GMT

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Interesting..

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Subject: Load Screens

Posted by [Kholdstare](#) on Sun, 19 Sep 2004 23:28:53 GMT

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I also noticed the load screen, its quite ugly :\.

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Subject: Load Screens

Posted by [snipesimo](#) on Mon, 20 Sep 2004 17:53:32 GMT

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I just want you to know, mac, that I checked the current Load Screen in XCC Mixer, and even in the mixer the pictures are out of alignment.

So, if you still wish to use the ugly old one, you would have to move the pictures and align them properly then modify the text location to make it fit in the boxes properly.

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Subject: Load Screens

Posted by [snipesimo](#) on Mon, 20 Sep 2004 19:07:59 GMT

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And here is a more final version of what I posted earlier. This is about what the final product would look like. This can easily be applied to all of the load screens I posted above.

<http://www.fanmaps.net/brenbot/snipesimo/final.JPG>

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Subject: Load Screens

Posted by [mac](#) on Tue, 21 Sep 2004 10:58:39 GMT

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I like it, but since there are only 4 boxes for maps, can you put in the maps

C&C\_Siege

C&C\_MutationReDux

C&C\_FieldTS

C&C\_Snow

These are the maps with vehicles, and possibly much more popular than the other two.. Also, can you put in small images of the maps instead? I can supply source images.

If this works out, I will need localized versions of this for french and german. I got texts.

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Subject: Load Screens

Posted by [snipesimo](#) on Tue, 21 Sep 2004 20:05:00 GMT

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I would be happy to do it for you, just send me the new small images and the alternate language text and I can create some final versions for you.

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Subject: Load Screens

Posted by [Dante](#) on Tue, 21 Sep 2004 21:52:29 GMT

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uhmm...

you guys do realise that by editing campaigns.ini and strings.tdb... you can put how many or whatever you want on that screen where ever you want it?

just fyi...

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Subject: Load Screens

Posted by [snipesimo](#) on Tue, 21 Sep 2004 22:48:08 GMT

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Yes I do, but the text goes in the boxes, which theres only four of

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Subject: Load Screens

Posted by [visorneon](#) on Wed, 22 Sep 2004 17:11:50 GMT

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Maybe you could change the original colours too? i edited the normal one and this is what i came up with

Maybe choose some GDI gold/yellow instead of that green or whatever

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Subject: Load Screens

Posted by [Kholdstare](#) on Wed, 22 Sep 2004 17:12:44 GMT

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eww....

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Subject: Load Screens

Posted by [Renx](#) on Wed, 22 Sep 2004 17:52:00 GMT

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snipesimoYes I do, but the text goes in the boxes, which theres only four of

I think he meant you should make more boxes.

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Subject: Load Screens

Posted by [snipesimo](#) on Wed, 22 Sep 2004 22:04:05 GMT

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I don't want more colors, I don't want more boxes. I want the closest thing possible to the original loading screen if its going to be changed.

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Subject: Load Screens

Posted by [Kholdstare](#) on Wed, 22 Sep 2004 23:03:55 GMT

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snipesimol don't want more colors, I don't want more boxes. I want the closest thing possible to the original loading screen if its going to be changed.

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Subject: Load Screens

Posted by [zunnie](#) on Thu, 23 Sep 2004 12:04:31 GMT

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Simple: use the original Loading screen, only change the text displayed and replace the images aside the textareas... save as tga, save update upload use.

[zunnie]

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Subject: Load Screens

Posted by [visorneon](#) on Thu, 23 Sep 2004 15:09:18 GMT

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zunnieSimple: use the original Loading screen, only change the text displayed and replace the images aside the textareas... save as tga, save update upload use.

[zunnie]

^ easy enough

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Subject: Load Screens

Posted by [snipesimo](#) on Fri, 24 Sep 2004 00:53:43 GMT

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Not really. The fact that you think .TGA is involved just proves you know nothing about the process.

Howerver, I will be using the original loading screen and I will only be changing the text and the

small images. It should be ready soon.

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Subject: Load Screens

Posted by [zunnie](#) on Fri, 24 Sep 2004 09:02:19 GMT

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snipesimoNot really. The fact that you think .TGA is involved just proves you know nothing about the process.

However, I will be using the original loading screen and I will only be changing the text and the small images. It should be ready soon.

I dont know much about texturing/skinning no. I meant it shouldnt be to hard to just use the original loadscreen for that then.

OBVIOUSLY

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Subject: Load Screens

Posted by [snipesimo](#) on Fri, 24 Sep 2004 18:49:08 GMT

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Turns out I suck with Photoshop. This is the best I can do with the current loading screen:

<http://www.fanmaps.net/brenbot/snipesimo/rg%20loadscreen.JPG>

If you want the little images changed, you will have to find someone else who is good with Photoshop. But if you like the words etc. just ask me for the files. If you need anything else just ask.

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Subject: Load Screens

Posted by [Madtone](#) on Fri, 24 Sep 2004 19:09:42 GMT

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Hang on.. i'll make a completely blank one for you without the pictures and then you can do whatever you want with it.

Will upload in a few mins

::EDIT::

ok, here is the blank load screen guys, i took snipeismo's and just photoshopped it. If it looks odd its because all i could use was snipes because i don't have a load screen with no text.

Now everyone can make their own one, no excuse's!

[http://www.nova-studios.com/madtone/rg\\_loadscreen.jpg](http://www.nova-studios.com/madtone/rg_loadscreen.jpg)

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Subject: Load Screens

Posted by [Madtone](#) on Sat, 25 Sep 2004 17:17:43 GMT

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So i take it no one found this usefull?

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Subject: Load Screens

Posted by [snipesimo](#) on Sun, 26 Sep 2004 02:12:01 GMT

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not really, its a whole image instead of 4 parts.

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Subject: Load Screens

Posted by [Madtone](#) on Sun, 26 Sep 2004 12:49:32 GMT

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Doesn't take much to split it up....

If someone posts up the 4 parts in .jpg or .gif format i'll use the sizes and slice this version up.

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Subject: Load Screens

Posted by [laeubi](#) on Sun, 26 Sep 2004 14:26:51 GMT

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MadtoneDoesn't take much to split it up....

If someone posts up the 4 parts in .jpg or .gif format i'll use the sizes and slice this version up. Every pice of the loadscreen is 1/4 of 1024x1024 image and is streched to a ratio of 4:3 later ingames.

You can export these images for example with XCC\_Mixer.

(file names are loadscreen\_+ for example cnc\_1 for theorginal Ren ones)

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Subject: Load Screens

Posted by [snipesimo](#) on Sun, 26 Sep 2004 15:23:35 GMT

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As I stated before, I am a complete photoshop n00b.

<http://www.fanmaps.net/brenbot/snipesimo/Load%20Screens/>

Those are the split screens in .jpg format.

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