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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 16:35:00 GMT

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HOW TO MAKE A C&C MODE MAP I've added a few links to a couple other great tutorials! I hope the authors don't mind. If you have a question, most likely you'll find an answer there. There you will find a tutorial for anyone! It goes from start to finish (through RenX and the Commando Editor) on making a good C&C Mode Map. I might make a more advanced one for making terrain, but we'll see. [ September 04, 2002, 17:15: Message edited by: Ingrownlip ]

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 16:49:00 GMT

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We lost our UBB Code privileges while I was gone? That is freakin lame.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 16:57:00 GMT

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all ack and those fricken anti-EA people

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 17:00:00 GMT

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Time to find a new forum, the flammers will figure out how to make porn out of smilies pretty soon.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 17:22:00 GMT

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Good info, although I'd like to point out a few things. Keep in mind these tips are for more serious map makers. You should never select the VIS collision option unless you are serious about getting VIS working. Doing it incorrectly in RenX will be a waste of time. You must make individual hidden, one polygon meshes and select the VIS collision option. In other words, you could clone each individual polygon from each of your plains (or anywhere the camera [ie, any infantry/vehicle] can move). To see what I'm saying, open the mp\_hourglass gmax scene and ungroup the VIS group. If you want to be more professional, delete the terrain that is directly under the buildings (you can't see them anyway) and move the vertexes to the edges of the buildings. You can see examples in the buildings-setup gmax scene. I've found that you do not need to make

a waypoint from the war factory/airstrip to the tiberium field to get the harvester to begin its routine. Just make sure you generate the path solve sectors and there's a waypath from the tiberium field to the refinery. You should compute the vertex solve before generating the VIS data. Doing it after could disrupt the VIS data and downgrade the FPS during crunch times. Other than that - great tutorial! [ June 26, 2002, 17:23: Message edited by: YSLMuffins ]

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 17:28:00 GMT  
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Oh, and don't delete the scripts folder when exporting! [ June 26, 2002, 17:28: Message edited by: YSLMuffins ]

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 17:30:00 GMT  
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muffins, the vis objects can be more than one poly| have multiple poly vis objects in c2r and so far so good.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 17:59:00 GMT  
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Oh, See I didn't do that much with VIS and so I just figured...well thanks for the info. If you hide objects and export, the hidden objects will not be exported. This was just a simply way to explain. I especially like the "advanced" texturing stuff that I skimmed over. I think it really helps make things look better!

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 19:01:00 GMT  
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normally i understand things the first time thru but i just read that 5 times and all i have to say is what?

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 19:05:00 GMT  
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Hey wait a minute?! Haven't you already made and released a map?! If you'd explain a little more then I might be able to help you.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 19:18:00 GMT  
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I like it.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 19:50:00 GMT  
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Nodbugger Commander Member # 6017 Member Rated: posted June 26, 2002 16:57  
-----all ack and those fricken anti-EA  
people -----Now people believe me that he is bad news (Get a clue  
people).

---

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 20:00:00 GMT  
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Nodbugger Commander Member # 6017 Member Rated: posted June 26, 2002 16:57  
-----all ack and those fricken anti-EA  
people Where was I anti-EA, idiot?

---

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 20:54:00 GMT  
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You can delete the scripts folder before you export (as long as your making a .mix). I did it for C&C\_Mountain.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 21:20:00 GMT  
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Very nice stuff, lotsa work went into that one, congrats!Missin' some tunnel explanation though, not that i need it, but it would even more complete if it was there. But you can leave that to me, i'm about to reles an advanced tunnel making tutorial and you can hook it up to that one if you

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want.Good job Ingrown, i always like your stuff. [ June 26, 2002, 21:22: Message edited by: zemekis ]

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 21:32:00 GMT  
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Yes, I would be glad to link any other tutorial that could help.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 26 Jun 2002 23:32:00 GMT  
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very nice tutorial, maybe now i can start some of my OWN AI Maps Dante

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 10:18:00 GMT  
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I meant 'hidden' as in the w3d options.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 13:18:00 GMT  
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Add something about texturing tunnels.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 13:35:00 GMT  
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As far as I know, the editor grabs a hold of scripts.dll so deleting it while the program is running could have an effect on stability.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 13:38:00 GMT  
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Has anyone heard anything from WW about the script.dll? Just wondered what the real way of

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doing it is. I did e-mail Dev, but he never responds, so I'm not counting on any response from Greg.Maybe the next release will have something.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 14:59:00 GMT

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Aaah...I'm a total new with texturing and I can't alpha blend, it doesn't show anything and making tib fields with your tut doesn't work very well. You're tut is very good but texturing ain't working with me. Maybe you could help me?Anyway, I need to texture the cliffs, the tib fields and the tunnels. It would be fine with me if you use my map for the rest of your tut cuz LunarLanding doesn't have cliffs or tunnels.thxhere is a pic of my maphttp://www.renegademods.info/users/magic013/C&C\_Highpower.jpg

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 15:42:00 GMT

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Ok, well you see how I Vertex Painted the terrain? That is how I alpha-blended. To make a tiberium field: Select the faces you want, and there is a button in the modifier box called, "Detach," select that. Check Detach as element. Now just make a new texture-map (Using the tiberium texture and one of your choice) and drag and drop it onto the newly created element. It is best to alpha-blend from black to white. so try to erase all the vertex paint modifier in that area.Does that help? Make sure you have VAlpha checked in your W3D properties. I think I will do some expounding on that, as someone else asked me a similar question. But notice in the Lunar\_Landing.gmax, I have made the tiberium field a separate element. It is better to do that then to make a new object.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 15:45:00 GMT

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If the terrain is BLACK when you export it, that is a different problem. I haven't really decided on the solution, but I think it has something to do with the amount of the polygons to alpha blend. Not sure though.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 16:31:00 GMT

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Greg, Could you help me out and maybe add a few things? I really don't know all the ins and outs like you do.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 18:03:00 GMT  
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If it's black compute the vertex solve!!!!!!LOL my 7th time saying this.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 21:44:00 GMT  
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No, it's not Black from the light...Black in the W3D viewer program.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 21:54:00 GMT  
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I never use the w3d view program. It can't give you an accurate light perspective. It's easier to just export it and make it in Level Edit. You can update the W3d file and Level edit will recognize the changes without having to restart the program.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 22:24:00 GMT  
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---

Press the "y" key in RenX? Ewwww! That just takes from modelling room. I prefer to have the most out of my modelling windows. You can make a plane from the create standard primitive objects rollout. Don't you hate it when you do all this work just for the criticism? [ June 27, 2002, 22:24: Message edited by: steggyd ]

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 22:28:00 GMT  
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Well actually the Y key has come in very handy for me! If your RenX seems as though you have lost all your memory and it won't maximize anymore...just hit the Y key and sometimes it resets it! But to answer your question, "Yes"

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 23:12:00 GMT  
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WOW, that is one AWESOME tutorial! Great job! Now to answer someone's question: If your mesh is coming out black when you are trying to make an alpha blend you may have forgotten to enable the "Valpha" option in the w3d tools utility.greg

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Fri, 28 Jun 2002 00:04:00 GMT

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Exelent tutorial, I've been waiting for a tut like this so thx. You could add on how to make and add your own textures with psp or photoshop pro.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Fri, 28 Jun 2002 00:09:00 GMT

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I also need to add something about the Nod turrets... Just remembered. I'll update it soon.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Fri, 28 Jun 2002 00:25:00 GMT

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I wondered if I should put something in about scripts. Do the defenses work without it? Mine did once, but I don't know why. I think I put the script.dll in the main folder (of LevelEdit).

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Fri, 28 Jun 2002 00:41:00 GMT

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aha, well, I didn't read it, but I see the half dome works. Excellent. I've been meaning to do that cause as a few people know I'm doing something that should speed Renegade play up. Saved me the work of doing a test map... heh.

---

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Fri, 28 Jun 2002 04:13:00 GMT

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Vertex Paint still is a problem with me, I need to understand it. But what about texturing tunnels like the tunnels in Under, is that going to be in your tutorial?(edit)is your newer version of your tut include the new options of the commando editor? [ June 28, 2002, 04:15: Message edited by: magic013 ]

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 28 Jun 2002 04:43:00 GMT  
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Good info - thanks5 \*

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 28 Jun 2002 11:25:00 GMT  
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I might be able to include a advanced tunneling tutorial, but not for a while. I'll see what I can do...

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 28 Jun 2002 11:32:00 GMT  
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Thx, anyway I'll try to get texturing to work now, but for now when I use vertex paint nothing blends and the terrain is still black.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 28 Jun 2002 11:57:00 GMT  
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I know what you mean, but I haven't narrowed it down. I'm still trying different things.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 28 Jun 2002 12:48:00 GMT  
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THANKS! Anything that I should add or does it seem alright?! Does adding script.dll really help? I've done both ways, not sure which is right.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 28 Jun 2002 14:35:00 GMT  
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Yeah, np, it looks like you got it figured out!

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

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Posted by [Anonymous](#) on Fri, 28 Jun 2002 15:23:00 GMT

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hey, i found a bug, errr not really a bug but it could be, if you don't place your middle waypoint for the GDI's Weapon Factory outside of the [], and you follow the pathfind blocker methods of Westwood, then it is possible that your harvester will not go to the first pathfind location....(how i figured this out) well i have never been much of a graphic designer, so i kinda cheated, i loaded the C&C\_Islands\_terrain from the presets, and started the level fresh after going through your tut, i noticed that your middle waypoint for the Weapons Factory was not in the pathfind.. i decided to investigate after about 2 hours of cussing, drinking, and yelling at my cpu in the wee hour of the morning i figured out why it didn't work..Westwood was sneaky and put the pathfind blockers flush with the ground, and unless you closed the doors, you could not see them, there fore when the harvester came out of the factory, it could not find the waypath (although you would think that it would). So i simply moved the center waypoint to just beyond the [] of the weapons factory and wala, it worked.I also noticed that you do not "have" to put the waypath from the weapons factory/airstrip to the tiberium field, they will get their in the shortest route, unless you have the tib out in the middle of nowhere's ville Just thought that i would share some info that i came across..Dante btw, with the new mod tools, can you insert ladder tiles? (like i said, i am not a graphic designer) and where can i get some.... [ June 28, 2002, 15:25: Message edited by: Dante ]

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Fri, 28 Jun 2002 16:17:00 GMT

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Good to know! So if you want a vehicle initiate path you have to put it outside the loading zone? Also, If you place the vehicle up a little from the ground, the airplanes will come out right correct?I did find out that the harvesters find the quickest way and that made me frustrated too, but if you put out the pathfind blockers and you display path sectors you'll see that the bluish boxes don't connect, which is good.I think I'll be doing some updating.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Fri, 28 Jun 2002 19:16:00 GMT

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nice tutorial, but how do you add turrets?

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Fri, 28 Jun 2002 19:34:00 GMT

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Ok, you have to go to OBJECT->VEHICLE->Mounted->Nod\_Turret and you can choose which one you want from there. And once you've placed them, go to BUILDINGS -> mp\_Nod\_Turret and place the controller on the turret. If that doesn't make them fire then we'll need to add scripts

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to it. Let me know if that works for you so far.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 28 Jun 2002 19:35:00 GMT  
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Thanks

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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 28 Jun 2002 20:45:00 GMT  
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Actually, Turrets don't need a controller to work, although does placing a controller on them have an effect on them like improve their accuracy?

---

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 28 Jun 2002 23:20:00 GMT  
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So that's why those Hangman's Cayon turrets are so sharp!

---

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 29 Jun 2002 00:20:00 GMT  
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AH-HA! I've found it! At least I think it will help you. You need to go to your material properties for that object. Look at pass 1 and pass 2's Vertex Material Tab and you'll see that on one of them the ambient and diffuse color is black. Turn both to white. Hope that helps!

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 29 Jun 2002 00:27:00 GMT  
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lol,I used another tut and folowed the steps exacly and it still doesn't work.YAHOO IT WORKS!!!THXNow a new q. for ya. is it possible to blend more then 2 textures? Like with more passes. [ June 28, 2002, 12:42: Message edited by: magic013 ]

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

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Posted by [Anonymous](#) on Sat, 29 Jun 2002 00:48:00 GMT

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Yes I think it is, but I haven't done it. Use the Shader options...like Add, Multiply, Blend. Otherwise if you are going to do three alpha blend like...grass-rock-snow... I would split up the object in separate elements and assign the material to an individual element. Using the Black for the similar texture between each. Does that make sense? Grass - (Rock-Black) - Snow The reason I like using elements better is to keep the UVW modifier the same for every texture. [ June 28, 2002, 12:53: Message edited by: Ingrownlip ]

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sat, 29 Jun 2002 00:58:00 GMT

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Look, I'm so happy I took a pic. You can even pick a color with Pick Vertex Color for more detailed blending. thx allothttp://www.renegademods.info/users/magic013/Blended.jpg

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sat, 29 Jun 2002 10:26:00 GMT

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Hmm, the vis part of your tut doesn't work with me. It gives an fatal error. Can you help me?thx

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sat, 29 Jun 2002 18:49:00 GMT

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as far as the pathfinding goes, you just need to make sure that you don't put waypaths inside the on the wrong side of the blockers Dante

---

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sun, 30 Jun 2002 02:17:00 GMT

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Quote:does placing a controller on them have an effect on them like improve their accuracy?Wow, that sure does! These things are deadly accurate now!!

---

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sun, 30 Jun 2002 12:31:00 GMT

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I never really learned VIS techniques, sorry. But there are a few people who could help you.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sun, 30 Jun 2002 15:06:00 GMT

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Can anybody help me,I can't use the Build Dynamic Culling System option in the vis menu, it gives a fatal error but I don't know if it is really needed but it just doesn't work.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sun, 30 Jun 2002 15:48:00 GMT

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Placing controllers to improve accuracy?

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sun, 30 Jun 2002 15:49:00 GMT

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Magic, you have to place the human pathfind generator, generate the path solve sectors, discard the VIS data, repartition the culling systems, then build the dynamic culling systems.

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sun, 30 Jun 2002 17:19:00 GMT

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Well, those turrets are definately more accurate whatever's happened to them.What about these sam sites, they fire at aircraft now, but they have poor accuracy and are stealthed when not firing, the turrets hit my orca more than the sam sites did, if they ever did...

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sun, 30 Jun 2002 19:08:00 GMT

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Oh, so you weren't being sarcastic?

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sun, 30 Jun 2002 22:44:00 GMT

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I haven't actually tried the SAM sites, but I would imagine that if we could put the heat-seeking missiles on it (like the MRLS) they could get pretty accurate. Or do they have those on it already?

---

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Mon, 01 Jul 2002 04:23:00 GMT

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Well, I dont know what the sams have, but they fire in bursts of about 5 and they aint good at hitting moving aircraft...

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Mon, 01 Jul 2002 14:06:00 GMT

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I finally finished my map with your tut Ingrownlip, and it is a good tut. thxAre you going to add on how to make crate spawners and how to make a building with interior and texture it with your home made textures or just on how you textured you're moonlander?

---

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Mon, 01 Jul 2002 14:25:00 GMT

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What about that map... Country meadows (??) how did that guy set up his sams? If my memory's right those sams were pretty lethal

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Tue, 02 Jul 2002 00:55:00 GMT

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BOINK!

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Tue, 02 Jul 2002 11:56:00 GMT

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Yes, I need to do some updating, but I can't do very much this week. I will try to do what I can. I'll keep you guys posted.

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Tue, 02 Jul 2002 21:48:00 GMT  
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---

Back up for all those who want help. I'm away alot more this week-til-weekend so I won't be checking up on this thread as much. I will try to help if anyone has questions.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 04 Jul 2002 23:38:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Happy 4th of July! Bumping this back up for those that just "tune" in!

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 05 Jul 2002 09:07:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This deserves a bump!

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 05 Jul 2002 15:01:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks!

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 06 Jul 2002 21:23:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Any new people like this? Or has any new people seen it?!

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 07 Jul 2002 06:27:00 GMT  
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---

IT RULES

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 07 Jul 2002 06:55:00 GMT

---

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---

My second map is almost done thanks to your tut but also with some help from Dante for AI mutants and some weapon spawners, here are some  
pics.[http://www.renegademods.info/users/magic013/C&C\\_Tiberium\\_Temple1.jpg](http://www.renegademods.info/users/magic013/C&C_Tiberium_Temple1.jpg)[http://www.renegademods.info/users/magic013/C&C\\_Tiberium\\_Temple2.jpg](http://www.renegademods.info/users/magic013/C&C_Tiberium_Temple2.jpg)[http://www.renegademods.info/users/magic013/C&C\\_Tiberium\\_Temple3.jpg](http://www.renegademods.info/users/magic013/C&C_Tiberium_Temple3.jpg)[http://www.renegademods.info/users/magic013/C&C\\_Tiberium\\_Temple4.jpg](http://www.renegademods.info/users/magic013/C&C_Tiberium_Temple4.jpg)[http://www.renegademods.info/users/magic013/C&C\\_Tiberium\\_Temple5.jpg](http://www.renegademods.info/users/magic013/C&C_Tiberium_Temple5.jpg) [ July 07, 2002, 06:56: Message edited by: magic013 ]

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 07 Jul 2002 07:17:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

HELP! I'm trying to texture but nothing shows up. It all gos well untill I get to that UVpaint crap. In your pics things were white and black in mine it jsut stays black. what do I do?

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 07 Jul 2002 15:10:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hey magic those pics looked pretty good! Nice job.Rivendall, you might have to go to the object properties and turn on Vertex Shading. Simply right-click the object, go to properties and there is a box down at the bottom left. Try playing with turning it on and off and see if that helps.Otherwise, are you using black to paint or have you changed your color to white?And the last thought I had that it could be is in your UV Paint modifier there is a box that says shade...or something like. Try checking that one.

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 07 Jul 2002 15:13:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I haven't been around much because of a trip, and I will not be this week because of a trip as well. So anyone else who wishes to help out please reply to questions.

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 08 Jul 2002 15:28:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

bump for n00bs Dante

---



Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 08 Jul 2002 18:18:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No! What do you have a question about?

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 08 Jul 2002 23:56:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

uhmm,,,, gregs tutorial is about as basic as it gets, so if you don't want buildings, textures, or walls, then follow gregs, else follow this one Danteps.. think i could collaborate some of your brain into my help file?

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Tue, 09 Jul 2002 14:54:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

bump

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Tue, 09 Jul 2002 17:01:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm going to be a ways behind since I can't play with the new tools for a while yet! Especially since I haven't tried the TEMP preset thing that Greg told us about!

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 10 Jul 2002 00:10:00 GMT  
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---

Could I see your help file Dante? Maybe I could host it for you.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 14 Jul 2002 22:52:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok Back, but no one had any questions!

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 15 Jul 2002 09:00:00 GMT  
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---

I HAVE A QUESTION!!! Anyway when texturing I had finished all the material editor stuff but when you said to do the uv paint it just wouldn't look like yours. SO I tried it in leveledit and the texture wasn't there. SO what should I do?

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 15 Jul 2002 13:56:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm not quite understanding you correctly, but you used Commando to view your terrain and you say there is no texture? That could be due to not copying the used texture in RenX to the Level folder under your package name. If you are using custom textures then you will need to move them to the level folder. Otherwise, Commando uses the Renegade database for the "built-in" textures.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 15 Jul 2002 20:48:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 17 Jul 2002 08:36:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Rivendall, did you see the earlier post? Did that help?

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 17 Jul 2002 23:53:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

...Guess not...

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 18 Jul 2002 15:51:00 GMT  
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---

real bump

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 18 Jul 2002 22:51:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 19 Jul 2002 20:21:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Boink

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 19 Jul 2002 20:31:00 GMT  
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---

i forget how to make multiple textures to one plane (like a tunnel)AGHHH\*goes crazy and shoots himself\*

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 10:55:00 GMT  
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---

quote:Originally posted by Nodbugger:all ack and those fricken anti-EA peopleSUPPORT ANTI-EA... NO MORE EA.. westwood rocks. or used to.now ea has taken over.. \*\*\*\*.. "its on now, boy."

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 14:46:00 GMT  
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---

98...

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 20:11:00 GMT  
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---

99

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 21 Jul 2002 00:01:00 GMT  
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---

Did you figure it out Commander? I think it is easiest for tunnel textures to select the faces you want to be different and apply the material. If you get real good at it you could alpha shade in between. That way you keep the same UVW map for all the textures. And then once you are done you can flip the sides so that you see the textures only on the inside.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 22 Jul 2002 14:09:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

100!!

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Tue, 23 Jul 2002 18:13:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have also released the LVL files for Lunar Landing for the people that want. Link is at the tutorial site!

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 24 Jul 2002 12:30:00 GMT  
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---

"It wasn't me!" -Rocketman

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 29 Jul 2002 11:24:00 GMT  
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---

Don't make me bump this by myself ! Seems kind of wrong...

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 29 Jul 2002 22:58:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks for the LVL Ingrownlip. havnt had time to mess with it yet but I will soon. thanks again!!!!(already gave U 5 stars)

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Tue, 30 Jul 2002 15:15:00 GMT  
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---

Your Welcome!

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 31 Jul 2002 18:03:00 GMT  
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---

qmud [/mirror]

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 04 Aug 2002 02:09:00 GMT  
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---

HOW DO YOU VETEX PAINT?????????????

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 04 Aug 2002 02:40:00 GMT  
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---

Good question, the only thing I can't do is Alpha Blending, cause I can't figure out how to paint.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 04 Aug 2002 12:26:00 GMT  
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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 04 Aug 2002 12:56:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok, I had problems loading the LVL file so I just loaded the terrain and boundery and added all the controllers, tiberium stuff and everything. I sent you a couple of E-mails. Ill send you a PM also. trying to touch base with you.thanks again.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

---

Posted by [Anonymous](#) on Sun, 04 Aug 2002 14:58:00 GMT

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---

Go to the modifiers box and select the option "Vertex Paint" You might have to select SHADE and then choose the color black and select the brush and start "painting!"

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Tue, 06 Aug 2002 00:48:00 GMT

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---

Did that help?

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Thu, 08 Aug 2002 22:06:00 GMT

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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sat, 10 Aug 2002 21:48:00 GMT

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---

Yea it did bro, thanks.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sun, 11 Aug 2002 21:58:00 GMT

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---

Yep.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Tue, 13 Aug 2002 21:36:00 GMT

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---

Hmm, when this isn't up people make new topics unnecessarily.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Wed, 14 Aug 2002 08:36:00 GMT

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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 14 Aug 2002 21:31:00 GMT  
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---

Well, when I see this topic a few pages back there are usually a few "new" question that people need help with. I'm just saying that this tutorial helps keep down the beginner's questions.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 16 Aug 2002 13:08:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 16 Aug 2002 18:56:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Ingrownlip:Don't make me bump this by myself ! Seems kind of wrong... Okay Just read the tutorial - great work!

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 17 Aug 2002 10:52:00 GMT  
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---

Thankyou.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Tue, 20 Aug 2002 22:19:00 GMT  
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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 23 Aug 2002 12:05:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

"Hey look! I'm Woody...Howdy Howdy Howdy!"

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

---



Posted by [Anonymous](#) on Sat, 24 Aug 2002 12:50:00 GMT

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sun, 25 Aug 2002 22:33:00 GMT

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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Mon, 26 Aug 2002 23:48:00 GMT

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---

Bemprs

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Wed, 28 Aug 2002 12:37:00 GMT

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Thu, 29 Aug 2002 18:43:00 GMT

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---

Next map is coming soon! More info to come!

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Fri, 30 Aug 2002 10:08:00 GMT

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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Wed, 04 Sep 2002 12:58:00 GMT

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---

Ever get a TOS violation for bumping a thread?I got one last week for masked profanity LOL

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 04 Sep 2002 15:37:00 GMT  
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---

No , you just can't use the word, "Bump" in it's own reply box.I've only done it once and it gave me one.Also, the only reason I bump this is because of the bursts of new people that want to make their own stuff, but they don't know how.

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 21 Sep 2002 14:02:00 GMT  
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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 21 Sep 2002 14:07:00 GMT  
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---

Hey Lip how's the RA1 beta going?

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 12:01:00 GMT  
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---

Don't know...haven't gotten it yet.

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 25 Sep 2002 14:56:00 GMT  
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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 30 Sep 2002 22:33:00 GMT  
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---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Tue, 01 Oct 2002 07:50:00 GMT  
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---

quote:Originally posted by Epsilon04:Time to find a new forum, the flammers will figure out how to make porn out of smilies pretty soon. \\_/\\_/ Owhhhhh j/k

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 02 Oct 2002 05:11:00 GMT  
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---

just want to send this to the top for the newbies.screw the TOS! how many of those can I get before I get banned from this forum? LOLand oh yeah, KANE LIVES!(I got a TOS 1 time for Bumping a thread)

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 05 Oct 2002 01:47:00 GMT  
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---

TOS? I've only received one...for using the word BUMP all by its lonesome.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 07 Oct 2002 22:31:00 GMT  
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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 11 Oct 2002 19:57:00 GMT  
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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 11 Oct 2002 22:55:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Useful topic. Helps people. Be on top.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 14 Oct 2002 21:11:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

most people realize. Otherwise there is like a billion questions about how to do these little things.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 17 Oct 2002 01:20:00 GMT  
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---

So cool, Greg even bumped this up.I agree with him, excellent Tutorial.and oh yeah, KANE LIVES! LOL

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 17 Oct 2002 12:41:00 GMT  
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---

Excellent tutorial!greg

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 19 Oct 2002 16:25:00 GMT  
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---

Wow! I didn't even notice! Thanks guys.

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 19 Oct 2002 17:13:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is the best Tutorial for Map Making on net. One thing is missing though, and is the most asked thing: VIS.Try to gather some information from StoneRook, YSLMuffins and Greg, they possibly can help us out with VIS stuff.Excellent tutorial! Keep it up

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 19 Oct 2002 17:38:00 GMT  
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---

missing though, and is the most asked thing: VIS.Try to gather some information from StoneRook, YSLMuffins and Greg, they possibly can help us out with VIS stuff.Excellent tutorial! Keep it up I

actually have it updated, but the website is in the process of being moved and cannot be updated.  
If you have a question just ask.

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 21 Oct 2002 11:51:00 GMT  
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---

quote:Originally posted by Ingrownlip:but the website is in the process of being moved and cannot be updated.

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 23 Oct 2002 01:36:00 GMT  
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---

Hey, whats this doing on page 2 greg

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Wed, 23 Oct 2002 16:57:00 GMT  
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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 24 Oct 2002 15:14:00 GMT  
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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Fri, 25 Oct 2002 08:23:00 GMT  
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---

This tut rocks!\*Boink\*and oh yeah, KANE LIVES!

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 27 Oct 2002 02:01:00 GMT  
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---

This topic should bump by itself on week ends

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Tue, 29 Oct 2002 08:22:00 GMT  
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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Thu, 31 Oct 2002 16:58:00 GMT  
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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sat, 02 Nov 2002 11:47:00 GMT  
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---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Sun, 03 Nov 2002 04:05:00 GMT  
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---

Boink (what ever happened to the DJTrancer Tut thread?)

---

---

Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:27:00 GMT  
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---

People stopped bumping it. I'll see if I can find it. Although now that I think about it, the linked site has all the necessary tutorials to get started with Renegade. I need to put my advanced tutorials up, but that won't be for a little bit. [ November 05, 2002, 23:55: Message edited by: Ingrownlip ]

---

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=  
Posted by [Anonymous](#) on Mon, 11 Nov 2002 00:59:00 GMT  
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let me know when you do so i can add them to the help file

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

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Posted by [Anonymous](#) on Tue, 12 Nov 2002 16:55:00 GMT

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Thu, 14 Nov 2002 18:02:00 GMT

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quote:Originally posted by Dante:let me know when you do so i can add them to the help file Ok, I didn't see this response before...

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Thu, 14 Nov 2002 19:18:00 GMT

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What is this doing on second line?!

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Tue, 03 Dec 2002 22:27:00 GMT

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Fri, 13 Dec 2002 22:23:00 GMT

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I still see people asking basic questions that this simple tutorial covers...so up we go!

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Fri, 20 Dec 2002 20:34:00 GMT

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Mon, 03 Feb 2003 17:37:00 GMT

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Muhuwahahahahaha!~Arise my creation, ARISE!!~

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Subject: Re: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Ingrownlip](#) on Fri, 04 Apr 2003 23:55:40 GMT

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IngrownlipMuhuwahahahahaha!<br /><br />~Arise my creation, ARISE!!~ 

Same... but adding: This one is the best! :lookround:

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [mike9292](#) on Sat, 05 Apr 2003 00:45:40 GMT

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its still around

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [YSLMuffins](#) on Sat, 05 Apr 2003 05:46:06 GMT

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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [General Havoc](#) on Sat, 05 Apr 2003 20:44:40 GMT

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Making this stick wasn't the bast idea in the world. You should have read my post at the end of the one ACK posted about Titan spamming (General Forum). Basically the idea was to make a stick post with a link to this tutorial in and i also listed a few others to start it off. I know this is an excellent tutorial but i don't think we need the addition 7 pages.

\_General Havoc

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