
Subject: C&C_Ruins **V.3 Released** !

Posted by [Anonymous](#) on Sat, 31 Aug 2002 23:58:00 GMT

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I've been working hard on making a new map and finally have it completed enough so I can post previews of it. About the map, It's set late at night on the shore of an African Jungle. Fighting takes place in the surrounding valley which is littered with Nod Ruins, most which are supplied with ramps to reach the roof. There are no base defences, and plenty of good sniper locations along with buildings to hide in. The main focus of the map is that GDI and Nod both will have fully working Con Yards, meaning full interiors, PCTs, and working elevators. There will not be aircraft in this map. You can see some screens of it so far at <http://www.renegade-mods.info/browse.cfm?getdir=Triforce> I'm not sure when I'll have the map fully working due to school, But I should have enough of it up and running to release anyway, most likely by Monday or Tuesday. Thanks for reading! Triforce [October 02, 2002, 18:37: Message edited by: Triforce]

Subject: C&C_Ruins **V.3 Released** !

Posted by [Anonymous](#) on Sun, 01 Sep 2002 02:35:00 GMT

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That looks great!!! > Great job! But how does the elevator work out online, does it work OK? [September 01, 2002, 02:36: Message edited by: YSLMuffins]

Subject: C&C_Ruins **V.3 Released** !

Posted by [Anonymous](#) on Sun, 01 Sep 2002 03:57:00 GMT

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Sweet I Like Con Yard

Super Maps

Subject: C&C_Ruins **V.3 Released** !

Posted by [Anonymous](#) on Sun, 01 Sep 2002 05:36:00 GMT

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Looking good! I can't wait to see it as a download, and on a server...

Subject: C&C_Ruins **V.3 Released** !

Posted by [Anonymous](#) on Sun, 01 Sep 2002 07:26:00 GMT

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good job!

Subject: C&C_Ruins **V.3 Relased** !

Posted by [Anonymous](#) on Sun, 01 Sep 2002 07:34:00 GMT

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if its not a .mix im gonna ring your neck no, really tho, good job looks good, MAKE IT A .MIX OR ELSE... something!!

Subject: C&C_Ruins **V.3 Relased** !

Posted by [Anonymous](#) on Sun, 01 Sep 2002 07:49:00 GMT

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Nice work When its up can i added it to my siteThe list is below in my sig.

Subject: C&C_Ruins **V.3 Relased** !

Posted by [Anonymous](#) on Sun, 01 Sep 2002 08:04:00 GMT

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Glad to hear so many of you like it, as for the elevators, Im not sure how well they work out on an internet game yet, but they seem to do fine on LAN games, I'll have to look into it some more. And YES, I will relase it as a mix! Thanks for all the feedback! Triforce

Subject: C&C_Ruins **V.3 Relased** !

Posted by [Anonymous](#) on Sun, 01 Sep 2002 08:24:00 GMT

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nice.PUT IN THE SOUNDS THAT WERE NEVER USED LIKE "CON YARD UNDER ATTACK" OR "GDI ADVANCED GUARD TOWER INFILTRATED" AND MAKE THE AGT & OB CONTROLABLE IF U CAN COS THAT WAZ WAT U COOD DO IN THE BETA-BETA WHEN THEY WERE MAKING THE GAME.I would show u proof but i dont know where i can upload the wav file.

Subject: C&C_Ruins **V.3 Relased** !

Posted by [Anonymous](#) on Sun, 01 Sep 2002 12:50:00 GMT

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Nice

Subject: C&C_Ruins **V.3 Relased** !

Posted by [Anonymous](#) on Sun, 01 Sep 2002 13:03:00 GMT

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does the construction yard work?

Subject: C&C_Ruins **V.3 Released** !
Posted by [Anonymous](#) on Sun, 01 Sep 2002 14:41:00 GMT
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When its up can i added it to my site?

Subject: C&C_Ruins **V.3 Released** !
Posted by [Anonymous](#) on Sun, 01 Sep 2002 14:43:00 GMT
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C&C-Heaven posted:"When its up can I add it on my site?"Sure! Triforce [September 01, 2002, 14:44: Message edited by: Triforce]

Subject: C&C_Ruins **V.3 Released** !
Posted by [Anonymous](#) on Mon, 02 Sep 2002 00:50:00 GMT
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!!Milestone Update/Success!! I have managed to get my map into mix format with the modified presets successfully! This is a huge step for me, not only is this my first attempt at converting to mix, I also had to deal with those presets too. Now that I have this road block out of the way, I can move faster knowing that it will work in the end. BTW, When I saved my map to mix, I had forgotten to remove the extra folders, but they didn't seem to have any effect on the mix. Is this a lucky chance or do you really need to get rid of them? Triforce

Subject: C&C_Ruins **V.3 Released** !
Posted by [Anonymous](#) on Tue, 03 Sep 2002 14:12:00 GMT
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Everything's almost ready, I just have to fix the Nod harv's waypath and add the Nod con yard pcts.

Subject: C&C_Ruins **V.3 Released** !
Posted by [Anonymous](#) on Wed, 04 Sep 2002 13:08:00 GMT
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Where is the DOWNLOAD Link for I Like put this maps on my website [September 04, 2002, 13:26: Message edited by: Oz24000]

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Wed, 04 Sep 2002 16:54:00 GMT
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I just got C&C_Ruins uploaded to RenegadeMods so you can now use the link in my signature to get to the download page! Its a fairly large zip file, 8.4MB and 16MB uncompressed. I tried to make it as small as possible, but the new textures I use in it eat up a lot of space. Have fun!-----Here is the list of known problems:* The mesh around the GDI refinery is to low in the front* Both Con-Yard's damgage phases are not working yet, damage tiles show at full health* All Con-Yard PCT's animation is off, most show no health and power while others show half-health and power on* Mesh alignment is off on the nod side of the pyramid -----CreaditsMuch thanks to StoneRook and Bumpaneer for their Animation & Emitter tut. And StoneRook, Bumpaneer, Abjab, and AircraftKiller for the MCT's and the Setting up MCT's tut.THANK YOU-----Things to come in V.2 of C&C_Ruins*working con-yard animations (this is a big maybe)*Mesh fixes*working PCT's*an underground tunnel conecting the two con-yrads and a cave *a new ruin on the pyramid side of the mountian that will connect to the cave and tunnels*Vis data to increase FPS*???? more?
-----Triforce

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Wed, 04 Sep 2002 18:01:00 GMT
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im hosting a 16 player server RIGHT NOW join scoterpies arena. if your not there u better be dead or in jail and if your in jail break out. BE THERE.

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Thu, 05 Sep 2002 00:14:00 GMT
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Okay, I managed to get the nod harvester working and the Nod conyard PCTs are up. I just need to do one more run through to make sure everything is in playable condition and I'll be ready to release my frist virsion of C&C_Ruins! Triforce

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Thu, 05 Sep 2002 15:57:00 GMT
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Subject: C&C_Ruins **V.3 Relased** !

Posted by [Anonymous](#) on Fri, 06 Sep 2002 11:40:00 GMT

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-----Has anyone downloaded my map? If so post and tell!Thanks!-----

Subject: C&C_Ruins **V.3 Relased !**

Posted by [Anonymous](#) on Fri, 06 Sep 2002 13:51:00 GMT

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I like it

Subject: C&C_Ruins **V.3 Relased !**

Posted by [Anonymous](#) on Fri, 06 Sep 2002 14:45:00 GMT

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Yes, I was thinking the same thing about the glass on the Ruins, and the Trees are from the Renegade Mod art, I think its called Large Oak or something. As for the Pyramid, I might be adding something special to it... I hope to get the Con yards working, I still need to do a alot of tut. reading. Thanks much for your reviews! Keep'em coming, good or bad Triforce

Subject: C&C_Ruins **V.3 Relased !**

Posted by [Anonymous](#) on Sat, 07 Sep 2002 00:36:00 GMT

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Yes, Here's my review:Great Job on the map, I'm impressed that it is so large and detailed! It was a good one for a "starting" map. If you read a few of the tutorials you can find out how to do VIS, add air units, and use the "fixed" buildings.Harsher side: I wouldn't probably have made the glass on the shrines shatter because one shot and it kind of ruins the look of the building. You might have wanted to put ramp guards on the wooden ramps. The construction yard isn't quite working correctly. And it needs a little UVW help, but other than that it was neat to look at.I don't think I've seen those trees before unless you got them from the RenegadeModArt.And the ruins were pretty cool...Although you did force me to walk all the way around the pyramid only to find no entrance.And overall, I think it was very well thought out. Good Job and I hope the next get better!

Subject: C&C_Ruins **V.3 Relased !**

Posted by [Anonymous](#) on Sat, 07 Sep 2002 19:15:00 GMT

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Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Mon, 09 Sep 2002 16:32:00 GMT
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After I am done typing this, I will upload some new screens of V.2 of Ruins. Hopefully you'll be able to see a big improvement in ground textures and lighting. Triforce

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Mon, 09 Sep 2002 16:44:00 GMT
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quote:Originally posted by Triforce:-----

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Mon, 09 Sep 2002 17:05:00 GMT
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I'm really proud of that post, took me forever to think it up! Also, I forgot to say what the new screens are of. Most are of the new tunnel system that links the two conyards together. The cave in the middle will have 4 ways to enter from, but only 3 ways out..... the rest are of lighting improvements around the map. Triforce

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Tue, 10 Sep 2002 14:18:00 GMT
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I've got bad news. I was working with my presets today trying to get them to work and Commando crashes. Now I can no longer use my saved lvl. file because the crash messed it up. So I'll have to rebuild the enitre map again in Commando to get back where I was. And truthfully, I really don't feel like doing the basics all over again, so I'll probably put it off to the weekend due to school. This makes me so mad. I was so close to getting the aggergates to work and now I have to start from the bottom again. Sorry to all of you who were actually waiting for V.2. As of now, Ruins is in ruins... lol. Triforce

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Wed, 11 Sep 2002 02:45:00 GMT
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is verry.very good this vertion is biewtiful i like your maps i can put it on my server when i have few minuts

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Wed, 11 Sep 2002 06:03:00 GMT
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dude, mind if I put this at CNC Zone?

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Fri, 20 Sep 2002 16:11:00 GMT
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Version 2 of C&C_Ruins is here!Download it
here:http://www.renegademods.info/users/Triforce/C&C_Ruins.ziplts only 6.17MB, 2MB smaller
than V.1!If you download it, put a post here and tell me what you think.Have Fun! Triforce [September 20, 2002, 16:14: Message edited by: Triforce]

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Fri, 20 Sep 2002 16:37:00 GMT
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Downloaded. The skull textures are freaky.

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Fri, 20 Sep 2002 16:46:00 GMT
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That's why you make backup copies, lol. Great map, by the way.

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Sat, 21 Sep 2002 17:43:00 GMT
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----- Triforce

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Wed, 02 Oct 2002 17:28:00 GMT
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I did it! I got the construction yard aggregates to work! I got the PCT's to work too! This means I can release V.3! This will be the last V.X before I relase the finnal one. in the finnal version I plan to do something special with the pyramid... I'll have the map uploaded sometime later tonight.
Triforce

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Wed, 02 Oct 2002 17:37:00 GMT
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Congrats!

Subject: C&C_Ruins **V.3 Relased** !
Posted by [Anonymous](#) on Wed, 02 Oct 2002 18:38:00 GMT
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V.3 is uploaded! Download it
here:http://www.renegademods.info/users/Triforce/C&C_Ruins.zipEnjoy!Triforce
