
Subject: Idea for u modmakers:

Posted by [Anonymous](#) on Fri, 01 Nov 2002 03:42:00 GMT

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since so many ppl are complaining about exploits on the maps, why not fix them... Im not talking about all the things any ppl ever whined about, but the stuff like base2base mrls etc. this may include moving buildings a little also, since so many ppl requested it, u could add the air-units at the same time. note that u would have to replace the structures with the new ones

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Posted by [Anonymous](#) on Fri, 01 Nov 2002 04:00:00 GMT

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The problem i can see with that is; you would have to get the gmax files of the Renegade, then alter them and add flying stuff, and then do all the level edit stuff like lighting. I think it would be hard to get all the lighting + everything else to look the same as it does on the real maps. Maybe it is easier, i don't know...

Subject: Idea for u modmakers:

Posted by [Anonymous](#) on Fri, 01 Nov 2002 04:16:00 GMT

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I thought u could extract them then how did that Ack get those unfinished maps

Subject: Idea for u modmakers:

Posted by [Anonymous](#) on Fri, 01 Nov 2002 05:25:00 GMT

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quote:Originally posted by xBlackopp:I thought u could extract them then how did that Ack get those unfinished maps I don't know much about map making but if the maps were unfinished then they wouldn't need to be extracted, I think.

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Posted by [Anonymous](#) on Fri, 01 Nov 2002 06:36:00 GMT

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In order to fix the "exploits" - we would have to have the GMAX files for the maps in question - similar to the hourglass one in your how-to folder. However - since we don't have the fancy plugins/lighting system that Westwood uses - they would not look quite right. ACK was given the original files for the maps he finished. But a better thing to do is to make NEW maps - in order to keep interest high.... [November 01, 2002, 06:36: Message edited by: StoneRook]

Subject: Idea for u modmakers:
Posted by [Anonymous](#) on Fri, 01 Nov 2002 06:58:00 GMT
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yes new maps are nice 2, but make them mix-files plz. it's e-z-r... and make them include all units, inc air-units
