Subject: C&C Mines is released!
Posted by Anonymous on Sun, 01 Dec 2002 10:28:00 GMT
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Head here for screenshots: http://www.cncden.com/ren_mines.shtmlHead here for the download: http://www.cncden.com/ren_ackmaps.shtmlENORMOUS SPECIAL THANKS TO: Mike Amerson from Westwood Studios for helping me obtain this map and other models I've dearly needed, along with kindly helping me learn how to use 3DS Max. Thanks very much to the as yet unknown author of Mines for designing this map! He did a good job on the base mesh, but since he didn't finish it, I was left to do the hard work for him.   Another special thanks goes out to Chris Rubyor, also know as Delphi, for helping get these models to me and helping the modification community as a whole. We couldn't do it without you, Delphi!Map Name: C&C_Mines.mix | Version 1.1Creator: AircraftkillerEmail: aircraftkiller@cncrenegade.info Theatre: Early morning, temperateDescription: Another missing Westwood Studios map for Renegade. Features Tiberium Silos which give you one credit a second in addition to the Tiberium Refinery's two credits a second, giving you three per second. Repair Facilities are installed in the map as well. The underground Tiberium mines should provide a nice area to fight, and the civilian mining town above ground is perfect for infantry and vehicular combat.Homepage: http://www.cncrenegade.info ; http://www.cncden.comThis file is the property of the creator, all rights and copyrights belong to the him. This file is exclusive to Renegade Realm and C&C Den. Do not copy, alter, or claim credit for this map without permission from the webmaster and creator.

Subject: C&C Mines is released!
Posted by Anonymous on Sun, 01 Dec 2002 10:44:00 GMT
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Subject: C&C Mines is released!
Posted by Anonymous on Sun, 01 Dec 2002 11:52:00 GMT
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quote:Originally posted by aircraftkiller2001:along with kindly helping me learn how to use 3DS Max.Help you learn 3D Studio Max, wtf? 3D Studio Max is about the samething as gMax, but just a better version of it. So tell us who made the other maps.........

Subject: C&C Mines is released!
Posted by Anonymous on Sun, 01 Dec 2002 11:54:00 GMT
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quote:Originally posted by CyborgDC: quote:Originally posted by aircraftkiller2001:along with kindly helping me learn how to use 3DS Max.Help you learn 3D Studio Max, wtf? 3D Studio Max is about the samething as gMax, but just a better version of it. So tell us who made the other maps.........I put that in there as a credit to Mike, as he helped me learn a lot about 3DSM that I

didn't know about.What "other maps"?

Subject: C&C Mines is released!
Posted by Anonymous on Sun, 01 Dec 2002 22:34:00 GMT
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3Ds Max? Is the plugin for that as well? ..or is there another one? ..if not why 3ds Max?

Subject: C&C Mines is released!
Posted by Anonymous on Mon, 02 Dec 2002 00:04:00 GMT
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Whoa, dude, u are GOOD!   Wow, that map rocks! one question, where did you get all those houses and stuff??

Subject: C&C Mines is released!
Posted by Anonymous on Mon, 02 Dec 2002 00:06:00 GMT
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can we play this map on westwood, cause i thought they just crashed to desktop. or do we have to play it on gspy?

Subject: C&C Mines is released!
Posted by Anonymous on Mon, 02 Dec 2002 00:35:00 GMT
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quote:Originally posted by aircraftkiller2001:What "other maps"?The maps you made for Red Alert, and does it matter? [December 01, 2002, 12:53: Message edited by: CyborgDC]

Subject: C&C Mines is released!
Posted by Anonymous on Mon, 02 Dec 2002 00:43:00 GMT
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quote:Originally posted by CyborgDC: quote:Originally posted by aircraftkiller2001: quote:Originally posted by CyborgDC: quote:Originally posted by aircraftkiller2001:along with kindly helping me learn how to use 3DS Max.Help you learn 3D Studio Max, wtf? 3D Studio Max is about the samething as gMax, but just a better version of it. So tell us who made the other maps.........I put that in there as a credit to Mike, as he helped me learn a lot about 3DSM that I didn't know about.What "other maps"?The maps you made for Red Alert, and does it matter?You just answered your own question. If you wanted to know who did the RA conversion maps, that's

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me.