
Subject: C&C Creekdale Final!

Posted by [Ozzz](#) on Sun, 22 Oct 2006 18:23:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

A new Map is born for Renegade and here is the Final Version of it.

We hope u like the Map and play it on few Servers.

http://www.trauti.de/inetfiles/cccreekdalefly_v1.0.zip

For more Info or tell us for a bug visit www.ut-ccr.de

File Attachments

1) [capture_09222006_190619.jpg](#), downloaded 127 times



Subject: Re: C&C Creekdale Final!
Posted by [Spice](#) on Sun, 22 Oct 2006 19:13:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a pretty map. I like it. Very impressive.

There are screenshots in the archive.

I did a quick play test, I noticed two missing textures.

There you're missing the hedgehog texture.

Here the texture on the inside of the silo is missing and also looks like the aggregate for it isn't appearing. Missing W3D maybe.

I didn't want to register on your forums to point those two things out. Otherwise, nice map. 4/5

File Attachments

1) [ScreenShot09.jpg](#), downloaded 379 times



2) [ScreenShot10.jpg](#), downloaded 375 times



Subject: Re: C&C Creekdale Final!
Posted by [R315r4z0r](#) on Sun, 22 Oct 2006 22:14:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

I love the map, it is really cool. I like that little village thing. And the water texture. And the waterfall.

And another thing, I am not missing those textures, I have them.

Subject: Re: C&C Creekdale Final!
Posted by [Ryu](#) on Sun, 22 Oct 2006 23:21:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Look's Nice from the screenshot's!

I will give it a whirl in a min

Subject: Re: C&C Creekdale Final!
Posted by [Ozzz](#) on Mon, 23 Oct 2006 10:05:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can't find any missing Textures on the map.

Subject: Re: C&C Creekdale Final!
Posted by [Spice](#) on Mon, 23 Oct 2006 13:53:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

You need to get the texture files used on those two objects and place them in your editors cache then re-export the map.

The textures are probably in other maps you have in your data folder. Eitherway, just go into gmax and open the material editor on those those objects so you know what the textures are then do as above.

Subject: Re: C&C Creekdale Final!
Posted by [DL60](#) on Mon, 23 Oct 2006 16:24:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damn! I forgot to add the silo-aggregates.

But the thing with the missing texture is strange. I thought I fixed the problem because I added the needed texture....

Subject: Re: C&C Creekdale Final!
Posted by [Alkaline](#) on Tue, 24 Oct 2006 04:30:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

Can you please upload it to our site:
<http://unrules.com/FileSharing/tabid/63/Default.aspx>

this should give you a fast mirror for downloads

Subject: Re: C&C Creekdale Final!
Posted by [Halo38](#) on Tue, 24 Oct 2006 19:28:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

I maybe mistaken but if those hedeohgs are the ones that were made for warpath and use the same texture you can download DM_Utah and you will have them

Subject: Re: C&C Creekdale Final!
Posted by [Ozzz](#) on Wed, 25 Oct 2006 16:02:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmmm,when u have one of the CP2 Maps the Textureproblem is fixed,it's not a strange Problem then!

Subject: Re: C&C Creekdale Final!
Posted by [DL60](#) on Wed, 25 Oct 2006 18:48:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

@Alkaline: okay I'm goin to upload the map tomorrow. (to tired for this now)
