
Subject: Map Making Questions
Posted by [_SSnipe_](#) on Sun, 22 Jul 2007 08:23:54 GMT
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im try to make a map again since i got sound now so i can hear what they say or do or what ever on the tutrals

1 first thing is

1) where can i find the building models that when they die they like turn into rubble (like the ones in tiberium redux or something)

2) find some relastic texture files (i already got all from renhelp but some i need others)

3)now this wonders me i se u make the terrain in gmax but why do i see soem videos telling u to make it in lvl edit?

Subject: Re: Map Making Questions
Posted by [Sn1per74*](#) on Sun, 22 Jul 2007 14:53:28 GMT
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joe937465 wrote on Sun, 22 July 2007 03:23

3)now this wonders me i se u make the terrain in gmax but why do i see soem videos telling u to make it in lvl edit?

You can model your terrain in GMAX or use heightfield in LE. You have alot more controler over the terrain in GMAX/3ds MAX though.

Subject: Re: Map Making Questions
Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 15:03:23 GMT
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joe937465 wrote on Sun, 22 July 2007 04:23

1) where can i find the building models that when they die they like turn into rubble (like the ones in tiberium redux or something)

These were available at CnC Source.com, but the download section is, and has been for a while now, off line. Perhaps ask someone for the files on the forum?

Quote:

2) find some relastic texture files (i already got all from renhelp but some i need others)

You can try the textures that APB uses. They gave a link to download them.

<http://www.game-maps.net/index.php?action=file&id=656>

Quote:

3)now this wonders me i se u make the terrain in gmax but why do i see soem videos telling u to make it in lvl edit?

You can make terrain in both Gmax/3Ds Max, and in Level Editor.

As said above, you can make better terrain using Gmax/lvl edit, but when you use lvl edit, the terrain may end up more visually appealing. (Not as jagged and ugly curves)

Subject: Re: Map Making Questions

Posted by [Blazea58](#) on Sun, 22 Jul 2007 23:31:59 GMT

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I got a bunch of extremely high resolution real based textures which i have made myself. Depending on what you need i may have what your looking for. Most of my stuff is just environment based (grass,dirt, concrete etc)

Only problem is at 2048x2048 pixels per texture, the file size is extremely high and uploading would take extremely long.

Here is a preview of some of them with 512 resolution, if you want all the higher resolution i can upload them

Subject: Re: Map Making Questions

Posted by [_SSnipe_](#) on Mon, 23 Jul 2007 03:07:53 GMT

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nice can i have ur stuff in a zip?

also the site is down where else can i find the buildings

(agt ad ob)

(both refs)

(both pp's)

(air and wf)

(barr and hon)

(and gdi and nod silo)

also if i wanted to ass ladders,poles,and stairs and doors those are all part of the terrain?

Subject: Re: Map Making Questions
Posted by [Sn1per74*](#) on Mon, 23 Jul 2007 14:15:44 GMT
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joe937465 wrote on Sun, 22 July 2007 22:07
also if i wanted to ASS ladders,poles,and stairs and doors those are all part of the terrain?
0.o

Subject: Re: Map Making Questions
Posted by [R315r4z0r](#) on Mon, 23 Jul 2007 15:48:34 GMT
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I think he means "add" lol.

For buildings made for flying maps, ramps and such are already apart of the buildings.

Subject: Re: Map Making Questions
Posted by [crazfulla](#) on Thu, 26 Jul 2007 05:55:07 GMT
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I also have a number of real life based textures,most of which aren't too high resolution (I only really use them for ren, so I hardly need anything greater than 512). Some others I extracted from either Half Life 2 or Unreal Tourny 2004.

It isn't hard to find these, or the tools to extract them on google. Perhaps you should try there before posting questions in the future?

File Attachments

1) [ground058.jpg](#), downloaded 459 times



2) [roof05.jpg](#), downloaded 464 times



3) [hl2_wall01.jpg](#), downloaded 460 times

