Subject: Renegade Com Center
Posted by Brandon on Fri, 03 Aug 2007 21:18:34 GMT
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What map had the double story GDI COM Center with computers and screens and red/blue lights in it again?

I'd be really grateful if someone could help me.

Subject: Re: Renegade Com Center
Posted by danpaul88 on Fri, 03 Aug 2007 21:25:10 GMT
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lots of maps do.... dm_center is one of them.

If your looking for a specific map you will have to be more specific.

Subject: Re: Renegade Com Center
Posted by Brandon on Fri, 03 Aug 2007 22:00:34 GMT
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DMCenter & DMCenterTS does NOT have a GDI Communications Center in it at all.

I'm looking for a GDI Communications Center WITH the blue/red lights on the sides of some rooms, the computers and screens in the top rooms, and second story to the MCT, etc.

If you know any maps with GDI Communication Centers in them please let me know ASAP please!

I've already checked C&C_Mars and C&C_Country_Meadow and they only use the basic GDI Communication Center, not with the red/blue lights and computers and such.

Subject: Re: Renegade Com Center
Posted by Zion on Fri, 03 Aug 2007 22:35:41 GMT
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This is more of a Ren mod topic.

If you want the model of it then ask someone for the model, i'm sure renhelp.net will have it. If not then look around.

Subject: Re: Renegade Com Center

Posted by danpaul88 on Fri, 03 Aug 2007 22:39:30 GMT
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I dont think there ever was a two story GDI communications center, because it was never used in the single player campaign. Perhaps you can use the Nod one and change the red textures to gold ones?

EDIT: And I was going by the topic TITLE, which reads 'Renegade Com Center', not 'GDI Communications Center' or similar.

Subject: Re: Renegade Com Center
Posted by Brandon on Fri, 03 Aug 2007 22:42:41 GMT
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I need the textures listed, here is the GDI Com center I'm using. If anyone can supply those textures I'd be really really happy. It's extremely important to the community of World Wide Help.

File Attachments
1) GDICOM.zip, downloaded 140 times

Subject: Re: Renegade Com Center
Posted by danpaul88 on Fri, 03 Aug 2007 22:52:08 GMT
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Ok, so apparently there is a two story GDI communications center, I don't recall seeing that before.

Anyway, you can get the texture names by clicking on each of the parts, hitting M and reading the name of the texture from the Pass 1 -> Textures tab. I just tried it using that gmax file and it works fine.

Subject: Re: Renegade Com Center
Posted by Brandon on Sat, 04 Aug 2007 21:57:32 GMT
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I know how to find the texture names, I was wondering if anyone could help me find them all in one place >.<

Subject: Re: Renegade Com Center
Posted by IronWarrior on Sat, 04 Aug 2007 22:00:33 GMT
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C&C_Eglin_AFB.mix or C&C_Airbase.mix has a custom Communications center kinda.. well, more of an Air Tower building really, maybe he means that

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Subject: Re: Renegade Com Center
Posted by Zion on Sun, 05 Aug 2007 01:01:00 GMT
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Webmas7er wrote on Sat, 04 August 2007 22:57I know how to find the texture names, I was wondering if anyone could help me find them all in one place >.<

Always.dat

Subject: Re: Renegade Com Center
Posted by Canadacdn on Sun, 05 Aug 2007 04:27:10 GMT
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Didn't C&C_Mars have a GDI one and a Nod one?

Subject: Re: Renegade Com Center
Posted by Brandon on Sun, 05 Aug 2007 06:47:13 GMT
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Ok guys, look at that COM center I uploaded. It's not custom, it's an old version I know. I've seen it only once before in a map (I don't remember what map). If the textures were in always.dat we wouldn't even be having this discussion now would we? Like I said before, I checked Mars and it was only the simpler version of this COM center >.<

C'mon someone, please help me out. :/

Subject: Re: Renegade Com Center
Posted by Zion on Sun, 05 Aug 2007 13:18:27 GMT
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Patience is a virtue.

Can you describe more about the map, what else did it have, was there any water or roads or houses etc etc. This will help greatly.

If not search though all you maps in your data folder.

Subject: Re: Renegade Com Center
Posted by danpaul88 on Sun, 05 Aug 2007 14:19:17 GMT
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Have you tried the texture pack from the westwood ftp (ftp.westwood.com)? It has some textures that were not in the final always.dat in there.

Subject: Re: Renegade Com Center
Posted by Brandon on Sun, 05 Aug 2007 23:45:02 GMT
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I played the map a long time ago when I was using Uber Map Pack. The bad news is, I haven't run Uber Map Pack in well over a year now, I only run newer maps now sadly and it's in none of them. Since it's been so long all I remember is the cool GDI COM center and nothing more >.<

I'll try textures out today and hope for the best but if any are missing I don't know what I'll do. If you guys could list some maps that you know have GDI COM centers in them please do, it'd be very helpful in my search.

Subject: Re: Renegade Com Center
Posted by Cpo64 on Sun, 05 Aug 2007 23:49:28 GMT
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Some of the textures are in the building.zip that the gdi com centre is found in.