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Subject: [map]C&C Epochalation Release!  
Posted by [R315r4z0r](#) on Sat, 22 Sep 2007 23:46:47 GMT  
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Woot! I finished it up today. And I know there are maybe one or two small VIS errors here and there, but they were too small of a problem to actual redo the entire VIS network, so I just left them. They aren't big deals.

So anyway, here is the readme (PLEASE READ THE INSTALLATION INSTRUCTIONS):  
Map: C&C\_Epochalation.mix  
Version: 1.2 - Public Release 1

Thank you for downloading my map

Installation-----

Download includes:

- C&C\_Epochalation.mix
- Strings.tdb
- ReadMe.txt

To install this map, select both "C&C\_Epochalation.mix" and "Strings.tdb" found in this folder, and put it into your Command & Conquer: Renegade Data directory.

Don't know where that is?

Here are the default paths:

CD-R:

C://Westwood/Renegade/Data

TFD DVD:

C://Program Files/EA Games/Command & Conquer The First Decade/Command & Conquer Renegade(tm)/Renegade/Data

After you move the files into there, you will be able to select it as a playable map within Renegade!

\*\*\*NOTE\*\*\*

Copying Strings.tdb is the file needed to hear building announcements for buildings such as the Construction Yard, Tiberian Silos, and Repair Pads. If you already have a copy of Strings.tdb, you may still need to overwrite it for the sounds to work ON THIS MAP. But in doing so, you may disable said sounds on other maps. Copying Strings.tdb into your data folder is at the user's own discretion, and I am not responsible for any negative effects of doing so.

\*\*\*\*\*

## Desctiption-----

Epochalation takes place a few miles off the boarder of Austria. Heavy minerals in the ground have proven valuable for a while, even in before Tiberium had hit the Earth. These minerals have spawned new Tiberium and this particular area is of interest to Nod because of the sightings of the new rare form of Blue Tiberium. GDI is also interested in studying more about the Blue substance to understand more than what they already know, but their first priority is to eliminate the Nod threat.

It just so happens that these blue resources have surfaced in the center of the major traveling intersection over the boarder of Austria and Hungry. The small cities in the area have been evacuated, and forces of both GDI and Nod are increasing rapidly.

The bases are large, each featuring duel base defenses, as well as 4 minor base defenses. The map also features Tiberium Silos, which generate extra funds per second. Repair pads, for all your vehicle repairing needs. And a Construction Yard, to handle minor base maintenance and repair. The map is flight enabled, and each team has anti-air defenses. Nod features 2 SAM sites, while GDI features 2 Anti-Air Cannons designed with Apaches in mind. This map was designed for big team battles, and loads of cooperation.

## Credits-----

(Alphabetical Order)

Alex226 - Bug Tester

alz45 - Bug Tester

Archcasp - Bug Tester

Brandon (Webmas7er) - Bug Tester

ChuckNorris - Bug Tester

Cmatt42 - Bug Tester

crazfulla - Bug Tester/Author of Building Annoucments and Player Harvester tutorials on [www.Renhelp.net](http://www.Renhelp.net)

Dawgboy12 - Bug Tester

Drthsmily - Bug Tester

GrayWolf - Quick Tip relating to building mesh naming

IronWarrior - Bug Tester/Helpful suggestions

Jonwil - Latest custom scripts

Muad Dib15 - Bug Tester

Nameme99 - Bug Tester/Advice on with various problems

NeoSaber - Assests such as Harvester and Recon Bike PT Icons

nopol10 - Bug Tester

Popupyptp - Bug Tester

Reborn - Bug Tester/backup file hosting

Ryu - Bug Tester

Sadukar09 - Bug Tester

Slayer9x9 - Bug Tester

The Merovingian - Various Advice relating to building functions

Titan1x77 - Bug Tester/VIS Suggestions and help/Advice

TSS888 - Bug Tester

Tunaman - Bug Tester  
YSLMuffins - Author of VIS tutorial at [www.Renhelp.net](http://www.Renhelp.net)

And everyone else who participated in the public BETA.

Legal Stuff-----

Any and all original content within the map is subject to its creator (R315r4z0r), and may not be used, borrowed, or taken without specific consent from the creator (R315r4z0r).

Authors of objects from outside sources have been included in the credits list above. Any and all content belonging to them, is their property and should not be used without consent of the creator(s).

Contact Information-----

If you ever need to contact me for any reason;

Bugs you found, installation help, ect.

Feel free to email me at [R315razor@optonline.net](mailto:R315razor@optonline.net)

Have fun!

And somethings that I changed since the BETA:

-Turrets now fire no matter what, even if you are running Renegade Resurrection.

-Fixed a problem with the Nod Construction Yard not repairing the power plant.

-Fixed extensive VIS errors.

-Smoothed out main Tiberium patches.

-Added new scenery.

-Adjusted smoke emitters to hopefully work towards better game play.

-Added more temporary smoke emitters (will disappear after 2000 'puffs' or about 7-10 min.

Here is the download link: <http://files.filefront.com/CC+Epocilationrar/;8618074;/fileinfo.html>  
(Copy and paste into URL box in your browser)

If you wish to mirror my map like some of you have requested already, feel free to either contact me and have me upload it, or if you want, you can download the file from here, and upload it yourself. Your choice.

(By the way, I made this it's own topic so more people read it. People probably where getting board of the other thread and weren't checking it even when it was updated, so a new thread, new start.)

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Subject: Re: C&C Epocilation Release!  
Posted by [Ryu](#) on Sat, 22 Sep 2007 23:54:43 GMT  
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YAY!

I demand a server Host this map now.

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**Subject: Re: C&C Epolation Release!**  
Posted by [Slayer9x9](#) on Sun, 23 Sep 2007 00:26:03 GMT  
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yesss!  
Great news!

I agree with Ryu, someone should host this magnificent map.

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**Subject: Re: C&C Epolation Release!**  
Posted by [cAmpa](#) on Sun, 23 Sep 2007 00:28:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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great Map razorblade.  
Nice Textures, but bugged

<http://campa.ren-com.de/ScreenShot455.png>

Edit: <http://campa.ren-com.de/ScreenShot458.png>  
Edit2: <http://campa.ren-com.de/ScreenShot459.png>  
<http://campa.ren-com.de/ScreenShot460.png>

Have lots of this type of Bugs.

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**Subject: Re: C&C Epolation Release!**  
Posted by [IronWarrior](#) on Sun, 23 Sep 2007 00:56:06 GMT  
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Hmm, nice, about time you could say, lol.

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**Subject: Re: C&C Epolation Release!**  
Posted by [sadukar09](#) on Sun, 23 Sep 2007 01:00:08 GMT  
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YES YES YES YES FINALLY!!!!

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**Subject: Re: C&C Epolation Release!**

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Posted by [R315r4z0r](#) on Sun, 23 Sep 2007 02:29:01 GMT

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I said there were VIS errors. There are few here and there. But it was either release it now with ones that don't really affect the game much, or release it in 3 days with the possibility of having to wait even longer after that.

EDIT:

OMG, There is some people I forgot to thank in the readme!

-The mod team of APB, for supplying some of the textures I used.

-The maker of the Construction yard models (I'm sorry, I don't know your name)

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Subject: Re: C&C Epocilation Release!

Posted by [Jerad2142](#) on Sun, 23 Sep 2007 02:46:19 GMT

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Seeing a map released makes it feel like the good old days \*sighs then snaps out of it\* anyways, I am going to repost that like so the entire thing works:  
<http://files.filefront.com/CC+Epocilationrar/;8618074;/fileinfo.html>  
Great map by the way.

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Subject: Re: C&C Epocilation Release!

Posted by [R315r4z0r](#) on Sun, 23 Sep 2007 03:40:07 GMT

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Thanks for the positive feedback.

I just want to say though, anyone who hasn't download the map yet, don't. I am making an installer, and in that installer I am including an updated version of the map that fixes a few minor bugs.

I am also going to include a patch for those of you who already installed the map. Just wait a few more min, it is almost done compiling.

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Subject: Re: C&C Epocilation Release!

Posted by [Gen\\_Blacky](#) on Sun, 23 Sep 2007 04:25:03 GMT

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Yay awesome map razor, Thank you for being dedicated and getting it done.

Campa nice flower power.

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Subject: Re: C&C Epocilation Release!

Posted by [R315r4z0r](#) on Sun, 23 Sep 2007 04:37:42 GMT

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I am going to have to ask you guys to download this. It is the new installer for the map, it can also act as a patch for those of you who already downloaded it.

It fixes a few things in the map, and also an error in the readme. Download this installer. Even people who have already downloaded from the above link, install this, to update the map.

<http://files.filefront.com/Epoc+Installerexe/;8619380;/fileinfo.html>

Sorry for the inconvenience.

If a mod can, could you replace the link in my first post with the one I just posted? Thanks if you can.

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Subject: Re: C&C Epocilation Release!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 23 Sep 2007 05:19:43 GMT

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Awesome map.

Nice work man.

---

Subject: Re: C&C Epocilation Release!

Posted by [Veyrdite](#) on Sun, 23 Sep 2007 05:35:57 GMT

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The modified hummer, it needs its Suspension Damping set to 10 000 not 6 000.

Did i miss a zero? Just change the 6 to a 10 so it doesn't wobble to death.

---

Subject: Re: C&C Epocilation Release!

Posted by [sadukar09](#) on Sun, 23 Sep 2007 11:28:28 GMT

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Didn't ACK make the CY?

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Subject: Re: C&C Epocilation Release!

Posted by [Goztow](#) on Sun, 23 Sep 2007 12:02:14 GMT

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Link doesn't work?

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**Subject: Re: C&C Epocilation Release!**  
Posted by [sadukar09](#) on Sun, 23 Sep 2007 14:55:46 GMT  
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Quote:(Copy and paste into URL box in your browser)

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**Subject: Re: C&C Epocilation Release!**  
Posted by [R315r4z0r](#) on Sun, 23 Sep 2007 15:25:02 GMT  
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Goztow wrote on Sun, 23 September 2007 08:02Link doesn't work?  
I disabled it. There is an updated installer that I wanted everyone to download instead.

<http://files.filefront.com/Epoc+Installerexe/;8619380;/fileinfo.html>

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**Subject: Re: C&C Epocilation Release!**  
Posted by [cmatt42](#) on Sun, 23 Sep 2007 21:56:09 GMT  
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Did you ever explain the name of the map?

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**Subject: Re: C&C Epocilation Release!**  
Posted by [R315r4z0r](#) on Sun, 23 Sep 2007 22:54:19 GMT  
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No, only a few people know the reason for the name of the map.

I don't want to explain it just yet, because I don't want to commit to anything yet, but just know that the root word "Epoc" means a period or place in time.

More on the name later, though.

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**Subject: Re: C&C Epocilation Release!**  
Posted by [Goztow](#) on Mon, 24 Sep 2007 10:25:37 GMT  
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sadukar09 wrote on Sun, 23 September 2007 16:55Quote:(Copy and paste into URL box in your browser)

Don't me... The url was indd down...

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---

**Subject: Re: C&C Epocilation Release!**

Posted by [sadukar09](#) on Mon, 24 Sep 2007 11:15:06 GMT

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Goztow wrote on Mon, 24 September 2007 11:25sadukar09 wrote on Sun, 23 September 2007 16:55Quote:(Copy and paste into URL box in your browser)

Don't me... The url was indd down...

Sometimes you do deserve it.

---

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**Subject: Re: C&C Epocilation Release!**

Posted by [Goztow](#) on Mon, 24 Sep 2007 11:26:24 GMT

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sadukar09 wrote on Mon, 24 September 2007 13:15Goztow wrote on Mon, 24 September 2007 11:25sadukar09 wrote on Sun, 23 September 2007 16:55Quote:(Copy and paste into URL box in your browser)

Don't me... The url was indd down...

Sometimes you do deserve it.

Agreed but not here

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**Subject: Re: C&C Epocilation Release!**

Posted by [HORQWER](#) on Mon, 24 Sep 2007 20:08:51 GMT

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man i love this map (i know, every ones does)

but u should fix some things

the city buildings have some smokes coming out of them

the great idea is to make some cracks on the buildings

that would be much better

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**Subject: Re: C&C Epocilation Release!**

Posted by [AoBfrost](#) on Mon, 24 Sep 2007 20:25:35 GMT

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I think they are ment to have smoke coming out, that isn't a bug.

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**Subject: Re: C&C Epocilation Release!**

Posted by [cmatt42](#) on Mon, 24 Sep 2007 23:11:25 GMT

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razorblade001 wrote on Sun, 23 September 2007 17:54

but just know that the root word "Epoc" means a period or place in time.

Who honestly doesn't know that?

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Subject: Re: C&C Epocilation Release!

Posted by [R315r4z0r](#) on Tue, 25 Sep 2007 00:11:13 GMT

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I didn't until I looked it up for the name of the map

---

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Subject: Re: C&C Epocilation Release!

Posted by [sterps](#) on Tue, 25 Sep 2007 00:49:31 GMT

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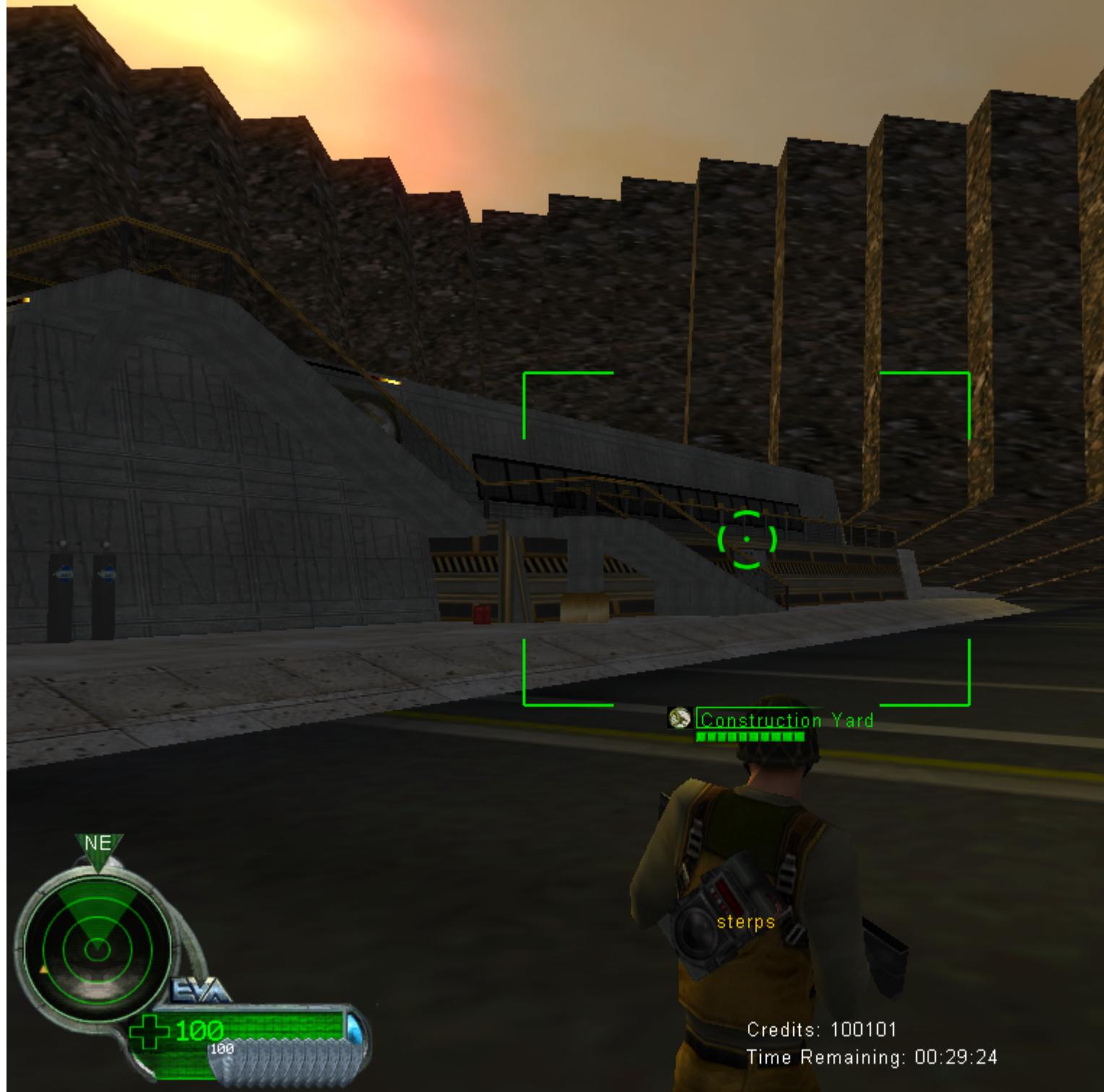
---

um for some reason the map doesnt work for me. In both bases you walk out and your surrounded by what appears to many giant cubes, there is no escaping your base.

---

#### File Attachments

1) [ScreenShot06.png](#), downloaded 332 times



2) ScreenShot07.png, downloaded 321 times



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Subject: Re: C&C Epocilation Release!  
Posted by [R315r4z0r](#) on Tue, 25 Sep 2007 00:52:05 GMT  
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---

I umm..... wow... That never happened to me.. Try installing the map again? Maybe you just got a corrupted file?

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**Subject: Re: C&C Epochalation Release!**  
Posted by [Gen\\_Blacky](#) on Tue, 25 Sep 2007 01:02:16 GMT  
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lol i don't even know what that is

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**Subject: Re: C&C Epochalation Release!**  
Posted by [sterps](#) on Tue, 25 Sep 2007 03:45:40 GMT  
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tried reinstalling, same thing happened....

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**Subject: Re: C&C Epochalation Release!**  
Posted by [R315r4z0r](#) on Tue, 25 Sep 2007 14:16:35 GMT  
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Well, do you have any game modifications? Maybe one of them (if any) are messing with the map, and giving such an odd result.

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**Subject: Re: C&C Epochalation Release!**  
Posted by [CarrierII](#) on Tue, 25 Sep 2007 18:28:54 GMT  
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Wouldn't the root word be Epoch? :-s

Nice map.

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**Subject: Re: C&C Epochalation Release!**  
Posted by [sterps](#) on Wed, 26 Sep 2007 02:59:47 GMT  
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I took all the non official maps out of the directory, and it works now, i hate it when that happens.

nice map btw.

---

Subject: Re: C&C Epochalation Release!

Posted by [R315r4z0r](#) on Wed, 26 Sep 2007 05:27:26 GMT

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Ok, glad you got it to work. And I'm glad you like it.

---

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Subject: Re: C&C Epochalation Release!

Posted by [JasonKnight](#) on Wed, 26 Sep 2007 15:56:38 GMT

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I love the map, its great, onlything I noticed is you can get into the nod power plant pretty easily... the SAM's dont shoot you when your next to the ground... and you can easily kill them with out getting shot at. The other thing is the Obby's max distance of shooting luckily is right where the doors are for the PP. and with the charging up of the obby its easy to just run in while its charging.

and the ref, even easier to get into. i know i know, mine it up. but its so far away.

have yet to try NOD to GDI.

But I took some screenies for everyone.

---

<-- cant wait to snipe from here

<-- and here

---

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Subject: Re: C&C Epochalation Release!

Posted by [sadukar09](#) on Wed, 26 Sep 2007 19:30:56 GMT

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Well they are a SAM Site :/

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Subject: Re: C&C Epochalation Release!

Posted by [R315r4z0r](#) on Wed, 26 Sep 2007 20:39:28 GMT

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Well I purposely made it like that.

If the base was completely 100% Defended automatically, what is the point of playing the game?

You said you didn't play Nod to GDI, but when you do, you will notice it is still pretty easy to get

into the power plant and refinery.

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Subject: Re: C&C Epocilation Release!

Posted by [Gen\\_Blacky](#) on Thu, 27 Sep 2007 06:40:38 GMT

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obies scare me

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Subject: Re: C&C Epocilation Release!

Posted by [R315r4z0r](#) on Fri, 28 Sep 2007 18:51:37 GMT

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Lol bump. More feed back, please

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