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Subject: [skin]C&C Islands Tunnels + GenBlacky's Islands

Posted by [Di3HardNL](#) on Fri, 12 Dec 2008 18:27:14 GMT

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This is the first version and might contain some bugs. But since I don't have much time right now I will update this soon. +/- 1 month.

But I am still happy about the result

Video link to youtube ->

<http://www.youtube.com/watch?v=V-Wh5P-UFqU>

And here is the FIXED download link. Should work for everyone now.

<http://files.filefront.com/Di3+Islands+Fixedrar/;12920636;/fileinfo.html>

- - Use GenBlacky's Egypt Islands WITH my tunnels - -

Download this ->

<http://files.filefront.com/Di3+Tunnels+Egypt+Genblayrar/;12901962;/fileinfo.html>

ENJOY.

Just a note \*\* If you want to use the original Islands tunnels again, simply delete all TGA/W3D

Files that start with ISL\_

Now you still have C&C\_Islands and C&C\_Islands2 in your data. Delete C&C\_Islands and rename C&C\_Islands2 to C&C\_Islands.

-----

Hey, I started new project on my own, I am changing the tunnels in C&C Islands. I think it would be fun to keep showing what i have made so far, and maybe people could give suggestions or put up some cool idea's

So far I have added all textures to the models. I am going to lightmap these tunnels also for cooler effects.

Here are some screenshots. I rendered them in 3ds Max so you can see clearly what i have done (in-game screenshots comes later).

Of course when its done I will release it, and it will be possible to play online with, whatever I add to it

Tunnels

Nod Entrance

GDI Entrance

Top View

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Altzan](#) on Fri, 12 Dec 2008 19:39:41 GMT  
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---

I like it, very nice. Keep it up

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Jerad2142](#) on Fri, 12 Dec 2008 19:53:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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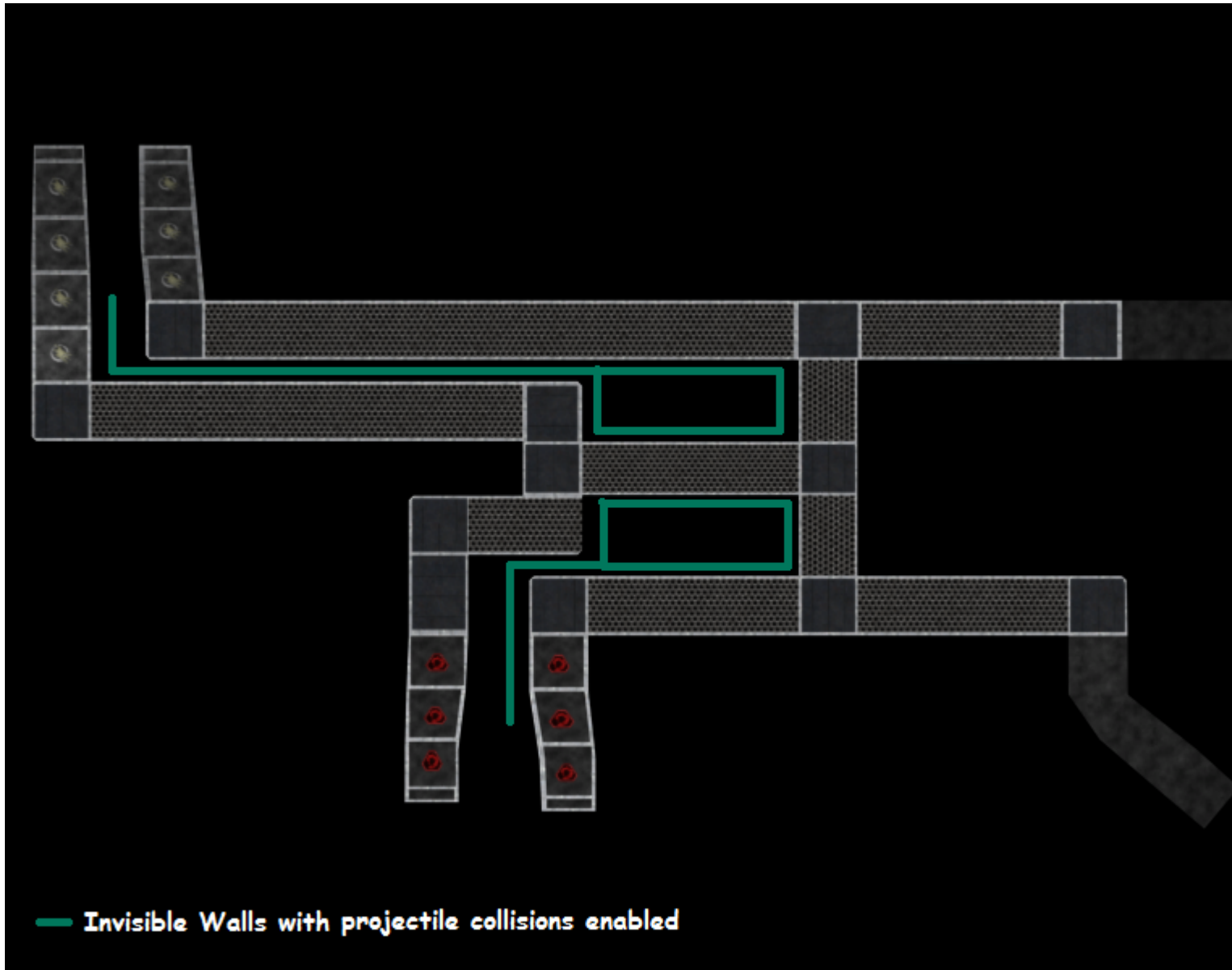
Yes, very nice indeed, I'm assuming you have the file in renex, and if thats the case I would like to make a suggestion...

You can probably guess why...

### File Attachments

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1) [just a suggestion.png](#), downloaded 1423 times



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Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Fri, 12 Dec 2008 19:56:30 GMT  
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I know Jerad When I imported the w3d there is also a mesh called 'blockers' that will be invisible with projectile checked so dont worry

---

Subject: Re: C&C Islands Islands Progress  
Posted by [ErroR](#) on Fri, 12 Dec 2008 19:57:05 GMT  
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make a pit down there.. not necesarely tiberium and add the wind sound so it shows it's a deep pit  
(and make the logos look like they're inscribed in cement cuz i don't like them that way, sry )

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Fri, 12 Dec 2008 20:04:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ErroR wrote on Fri, 12 December 2008 13:57make a pit down there.. not necesarely tiberium and  
add the wind sound so it shows it's a deep pit (and make the logos look like they're inscribed in  
cement cuz i don't like them that way, sry )

Thanks for the ideas!, but what exactly do you mean with a 'pit' can you search a image of one on  
google or something and show it to me Or is it just the same as what i did in refinery interior?

And with inscribed logo's you mean they are raising out of the ground?

---

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Subject: Re: C&C Islands Islands Progress  
Posted by [ErroR](#) on Fri, 12 Dec 2008 20:07:43 GMT  
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---

hmm.. pit i meant for example this.  
<http://www.codinghorror.com/blog/images/a-deep-pit.jpg>  
and inscribed well, i mean like in hon and bar, cement color

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Fri, 12 Dec 2008 20:13:03 GMT  
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---

ah like that! i can see what i can do and i just got a great idea for that pit.

i make it so it spits this kind of water.

like on this picture  
<http://www.schoolplaten.com/nl-kleurplaat-kleurplaten-foto-eruptie-geiser-p8756.jpg>

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Subject: Re: C&C Islands Islands Progress  
Posted by [ErroR](#) on Fri, 12 Dec 2008 20:18:18 GMT  
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oky ^^

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Subject: Re: C&C Islands Islands Progress  
Posted by [slosha](#) on Fri, 12 Dec 2008 20:33:07 GMT  
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---

uh oh, looks like blacky has some competition lol

nice job

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Fri, 12 Dec 2008 21:04:51 GMT  
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---

that might be, but he pwns me in level edit

by the way, does anyone know where you can see in 3ds max how many polygons all your meshes together have?  
if that is not possible how can i see it in w3dviewer

---

Subject: Re: C&C Islands Islands Progress  
Posted by [MGamer](#) on Fri, 12 Dec 2008 21:08:05 GMT  
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---

and what about some animated fishes and that stuff PLECOS

---

Subject: Re: C&C Islands Islands Progress  
Posted by [YazooGang](#) on Fri, 12 Dec 2008 21:12:16 GMT  
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thats just awesome

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Fri, 12 Dec 2008 21:14:03 GMT  
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---

MGamer wrote on Fri, 12 December 2008 15:08 and what about some animated fishes and that stuff PLECOS

lol! Killa had exactly the same idea, I'll see if i can make;) maybe some dead fishes that get spits out of the crater

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [ErroR](#) on Fri, 12 Dec 2008 21:32:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

bird flyover.. i always wanted that

---

Subject: Re: C&C Islands Islands Progress  
Posted by [samous](#) on Fri, 12 Dec 2008 23:04:29 GMT  
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---

btw, thats a gyser, not a pit di3, lol. never the less, good ideas.

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Ethenal](#) on Sat, 13 Dec 2008 04:09:19 GMT  
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---

samous wrote on Fri, 12 December 2008 17:04btw, thats a gyser, not a pit di3, lol. never the less, good ideas.  
He said it would be a pit shooting that kind of water, not an actual geyser.

Lern2read.

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Genesis2001](#) on Sat, 13 Dec 2008 06:12:41 GMT  
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---

Nice work Di3!

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Sat, 13 Dec 2008 12:38:07 GMT  
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---

Allright I did some lightmapping for it. I dont know what to do for the water tho :/ and i will be adding the gyser anytime soon

---

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Subject: Re: C&C Islands Islands Progress  
Posted by [Omar007](#) on Sat, 13 Dec 2008 12:41:26 GMT  
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NICE

---

Subject: Re: C&C Islands Islands Progress  
Posted by [ErroR](#) on Sat, 13 Dec 2008 12:43:19 GMT  
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---

nice but make it a bit lighter and add some lamps

---

Subject: Re: C&C Islands Islands Progress  
Posted by [DutchNeon](#) on Sat, 13 Dec 2008 13:56:20 GMT  
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---

Ahh, why use Tiberium Wars and Reborn (Tiberian Sun) Logos for the factions (Nod and GDI), I like the Tiberium Dawn / Renegade faction logos more for the factions, but that's just my opinion Looks good though, especially the lightmapping with Red and Yellow

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Sat, 13 Dec 2008 14:03:43 GMT  
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---

I googled those logo's, but when i serached for Tiberian Dawn logo's i got some better ones yes!

like this

[http://tiberiandawn.com/pr/Blog\\_08/GDILogo.png](http://tiberiandawn.com/pr/Blog_08/GDILogo.png)

and this

<http://media.moddb.com/images/mods/1/10/9011/70902.jpg>

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Ethenal](#) on Sat, 13 Dec 2008 14:33:28 GMT  
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---

That is some really nice work you have there.

---

Subject: Re: C&C Islands Islands Progress  
Posted by [LR01](#) on Sat, 13 Dec 2008 15:18:11 GMT

---

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---

lighting is cool

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [DutchNeon](#) on Sat, 13 Dec 2008 15:36:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Logos from Tiberium Dawn are:

NOD

GDI

For some unknown reason, the black background turns into dark green...

<http://i38.tinypic.com/w7g590.jpg>

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Subject: Re: C&C Islands Islands Progress  
Posted by [KobraOps](#) on Sat, 13 Dec 2008 15:43:51 GMT  
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---

One of the greatest ps2 games is TimeSplitters 2 and this made me think of the map chasm and it might be good for renegade. Couldnt find an screen shots but heres a video (not best quality)

<http://www.youtube.com/watch?v=nnd0d-CJj1o>

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Sat, 13 Dec 2008 15:54:54 GMT  
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---

KobraOps wrote on Sat, 13 December 2008 09:43One of the greatest ps2 games is TimeSplitters 2 and this made me think of the map chasm and it might be good for renegade. Couldnt find an screen shots but heres a video (not best quality)

<http://www.youtube.com/watch?v=nnd0d-CJj1o>

I played timesplitters 2 on xbox that tunnel looks pretty much like mine does now

---

---



Subject: Re: C&C Islands Islands Progress  
Posted by [KobraOps](#) on Sat, 13 Dec 2008 16:10:08 GMT  
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---

Nice but the actual map chasm as a map of its own on renegade would be bad ass.

ps: i unlocked everything in the game but the map Site(construction).

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [ErroR](#) on Sat, 13 Dec 2008 18:18:30 GMT  
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---

try adding a flyover script to this (it's ugly but if it's high in the sky noon can see it's ugliness )  
<http://www.turbosquid.com/FullPreview/Index.cfm/ID/243659>

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [LiL KiLLa](#) on Sat, 13 Dec 2008 19:01:50 GMT  
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---

lol

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Slave](#) on Sun, 14 Dec 2008 02:11:11 GMT  
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---

<ftp://ftp.westwood.com/pub/cc1/previews/screenshot/gdisymb1.gif>

---

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Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Sun, 14 Dec 2008 12:23:20 GMT  
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---

The link doesnt work for me for some reason, can you upload the logo on photobucket or something? im curious about it

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Ethenal](#) on Sun, 14 Dec 2008 14:09:43 GMT  
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---

That's the image Slave's link was pointing to.

## File Attachments

1) [gdisymb1.gif](#), downloaded 1459 times



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Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Tue, 16 Dec 2008 16:18:34 GMT  
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Thanks, and im a having a little break of couple of days of rene modeling, because im busy for school,

So don't think i will stop working on it, it will be done soon

---

Subject: Re: C&C Islands Islands Progress  
Posted by [LiL KiLLa](#) on Tue, 16 Dec 2008 17:46:36 GMT  
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finally it´s tuesday!

Di3 got a new videocard!

---

Subject: Re: C&C Islands Islands Progress  
Posted by [ErroR](#) on Tue, 16 Dec 2008 17:48:20 GMT  
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---

Killaaaaa wrote on Tue, 16 December 2008 19:46finally it's tuesday!

Di3 got a new videocard!  
and my sound card broke                    i'm so angry i wana brake it (i can't install the fuking driver it just disapears)

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Tue, 16 Dec 2008 18:35:14 GMT  
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---

Yup i got a new video card Finally the newest scripts work for me =) and i can run UT3 now, for when Renegade X comes out.

---

Subject: Re: C&C Islands Islands Progress  
Posted by [LiL KiLLa](#) on Tue, 16 Dec 2008 19:37:29 GMT  
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---

lucky boy

lol error with your sound xD

i had the same problem

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Fri, 19 Dec 2008 15:40:46 GMT  
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---

I finally find time to work on Islands again, I'll post in-game images/video this evening

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Fri, 19 Dec 2008 19:32:04 GMT  
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---

Here are a couple of screenshots. I like playing with this online =)

Whats still left to do

- Add lamps to the ceiling

---

- Fix up the gyser (you can see a little hill in one of my screenshots, thats going to be the gyser)
- Add some fishes in the space between the water.
- Changing a couple of textures and lighting.

I don't know yet what else i should add, and I am looking for good looking tiles/floor texture to match up with this Islands.

---

Subject: Re: C&C Islands Islands Progress  
Posted by [ErroR](#) on Fri, 19 Dec 2008 20:07:36 GMT  
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aquarium ftw

---

Subject: Re: C&C Islands Islands Progress  
Posted by [LiL KiLLa](#) on Fri, 19 Dec 2008 21:05:12 GMT  
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lol i see a new graphic on your pics bud

yihaa xD and more fps

[good work]

---

Subject: Re: C&C Islands Islands Progress  
Posted by [\\_SSnipe\\_](#) on Fri, 19 Dec 2008 21:11:57 GMT  
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Maybe add some boarder around the edges of where the glass turns corners cause it looks a little plain

---

Subject: Re: C&C Islands Islands Progress  
Posted by [anant](#) on Fri, 19 Dec 2008 23:11:05 GMT  
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looks a bit dim. Or is it just your brightness?

Subject: Re: C&C Islands Islands Progress  
Posted by [anant](#) on Fri, 19 Dec 2008 23:13:01 GMT  
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---

Also, sorry for double post. but can i get your fonts, but regular size for the top left chat. Thanks

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Altzan](#) on Fri, 19 Dec 2008 23:14:01 GMT  
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---

That is sweeeet

I'd play Islands\_Bots all day long with this!

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Goztow](#) on Mon, 22 Dec 2008 07:24:18 GMT  
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---

I'm sorry but I prefer the original one. It just doesn't look right, IMO. Judging from the ss's, that is.

---

Subject: Re: C&C Islands Islands Progress  
Posted by [slosha](#) on Mon, 22 Dec 2008 08:46:09 GMT  
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---

i think it looks pretty good.. those emitters/skin (however you made it) from the floor look pretty nice. i like how each tunnel is color coded

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Mon, 22 Dec 2008 14:31:49 GMT  
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---

Thanks for comments.

I have added some metal surface around the water. What do you think of it?

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Goztow](#) on Mon, 22 Dec 2008 14:39:48 GMT  
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---

That's a nice touch!

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [ErroR](#) on Mon, 22 Dec 2008 15:40:15 GMT  
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---

u're really talented at this

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Tue, 23 Dec 2008 11:28:38 GMT  
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---

I got a good idea yesterday to add to the tunnels.

I am going to add my own modeled/textured titanic ship (as a wreck)

Its very basic, because I don't want this to be a high poly since its just something to look at

Here is what it looks like right now

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Altzan](#) on Tue, 23 Dec 2008 17:23:19 GMT  
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---

The Titanic could crash right next to the tunnels and the people fighting in the tunnels probably wouldn't even notice.

Titanic wreck would be a nice touch.

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [argathol3](#) on Thu, 25 Dec 2008 09:56:37 GMT  
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---

beautiful...the metal surface is amazing and it brightens it up a bit

---

---

Subject: Re: C&C Islands Islands Progress

---

Posted by [samous](#) on Fri, 26 Dec 2008 01:31:02 GMT

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---

I saw you in-game on a server... You had changed the part here:

to glass or water, I forgot, and i think thats a really good touch. (Di3 told me he had changed that when we where in-game, plus he could see me when i was in there (there are unstuck commands i used to get on the other side)).

=samous

Post SS of that area PLZ

### File Attachments

1) [2008-12-25\\_173021.png](#), downloaded 554 times



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Subject: Re: C&C Islands Islands Progress

Posted by [Di3HardNL](#) on Sat, 27 Dec 2008 15:07:07 GMT

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---

I reinstalled my PC, but the 3ds max w3d exporter doesnt work anymore :S

When i get it to work again i'll post ss

---

---

Subject: Re: C&C Islands Islands Progress

Posted by [Di3HardNL](#) on Mon, 29 Dec 2008 19:48:19 GMT

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---

I've been working on the titanic alot now, but it isn't finished yet. Got a little sick of it:P But will finish after i added more stuff to the tunnels. I'll show a screenshot of it later when its done.

I have been searching for fish models on www.turbosquid.com but they were all to high poly (all 5000+ which is way to much)

I just searched for a side view of a fish on google. So by making a Sphere and editing it with the differnt tools i could allign the fish on the picture. and the texture i use is the google image to

Now I made a lowpoly version of it which is 236 polygons, But it looks way better when i apply TurboSmooth, but then its 948 poly's

Here are 2 screenshots,

Lowpoly ->

Highpoly ->

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [ArtyWh0re](#) on Mon, 29 Dec 2008 20:43:35 GMT  
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---

High poly one looks awesome

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [LR01](#) on Mon, 29 Dec 2008 20:55:18 GMT  
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---

have you smoothed the materials on the low poly?

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Mon, 29 Dec 2008 20:57:56 GMT  
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---

LR01 wrote on Mon, 29 December 2008 14:55have you smoothed the materials on the low poly?

Oh good that you say because i forgot doing that

You know if its possible to do the half amount of TurboSmooth? i want it a little more detailed but not to much.

---

---



Subject: Re: C&C Islands Islands Progress  
Posted by [LR01](#) on Tue, 30 Dec 2008 11:33:33 GMT  
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---

Di3HardNL wrote on Mon, 29 December 2008 21:57LR01 wrote on Mon, 29 December 2008 14:55have you smoothed the materials on the low poly?

Oh good that you say because i forgot doing that

You know if its possible to do the half amount of Turbosmooth? i want it a little more detailed but not to much.

try converting to editable poly and use meshsmooth then you can do half

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Tue, 30 Dec 2008 15:47:24 GMT  
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---

Allright thanks, but I see when I do a 0,5 smooth it does get more polygons but the fish looks a little deformed. I'll just use the lowpoly but i'll remember this option

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [dr3w2](#) on Thu, 01 Jan 2009 18:18:57 GMT  
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---

Just wanted to say this is looking really nice, i like the lighting also. Can't wait to try it out

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [LR01](#) on Thu, 01 Jan 2009 18:37:42 GMT  
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---

yea, any estimation on a release?

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [Di3HardNL](#) on Fri, 02 Jan 2009 17:37:12 GMT  
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---

Yes i know its taking a little long now I just get bored sometimes when there are some bugs i need to fix.. I am currently working on C&C Field map But I think in my free days i get inspiration again to work on Islands, then I might finish it and release it!

---

---

Subject: Re: C&C Islands Islands Progress  
Posted by [ErroR](#) on Fri, 02 Jan 2009 17:46:42 GMT  
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---

Di3HardNL wrote on Fri, 02 January 2009 19:37Yes i know its taking a little long now I just get bored sometimes when there are some bugs i need to fix.. I am currently working on C&C Field map But I think in my free days i get inspiration again to work on Islands, then I might finish it and release it!  
make the water shallow and walkable thew also maybe make it day

---

Subject: Re: C&C Islands Islands Progress  
Posted by [LR01](#) on Fri, 02 Jan 2009 20:55:31 GMT  
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---

ow, in that case, good luck finding inspiration

---

Subject: Re: C&C Islands Islands Progress  
Posted by [slosha](#) on Fri, 02 Jan 2009 22:06:32 GMT  
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---

Di3HardNL wrote on Fri, 02 January 2009 11:37Yes i know its taking a little long now I just get bored sometimes when there are some bugs i need to fix.. I am currently working on C&C Field map But I think in my free days i get inspiration again to work on Islands, then I might finish it and release it!

i can't wait to play either one of them

---

Subject: Re: C&C Islands Islands Progress  
Posted by [samous](#) on Sun, 04 Jan 2009 20:50:36 GMT  
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---

2GLOCK9S wrote on Fri, 02 January 2009 14:06Di3HardNL wrote on Fri, 02 January 2009 11:37Yes i know its taking a little long now I just get bored sometimes when there are some bugs i need to fix.. I am currently working on C&C Field map But I think in my free days i get inspiration again to work on Islands, then I might finish it and release it!

i can't wait to play either one of them  
I agree, Di3 allways makes the best stuff

---

Subject: Re: RELEASE!! C&C Islands Islands  
Posted by [Di3HardNL](#) on Mon, 05 Jan 2009 21:19:24 GMT  
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---

Yo people, it has been released

check me first post

---

---

Subject: Re: RELEASE!! C&C Islands Islands  
Posted by [samous](#) on Tue, 06 Jan 2009 00:57:56 GMT  
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---

nice Crate, will you release it? 9or have alink to whee it is already made)

---

---

Subject: Re: RELEASE!! C&C Islands Islands  
Posted by [Altzan](#) on Tue, 06 Jan 2009 02:00:27 GMT  
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---

Very cool, I'm gonna check it out (maybe screenshot it and put it on my Xfire, with due credit ofcourse).

---

---

Subject: Re: RELEASE!! C&C Islands Islands  
Posted by [anant](#) on Tue, 06 Jan 2009 02:01:27 GMT  
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---

Can you make it work with island Egypt? Just by changing the tuns?

---

---

Subject: Re: RELEASE!! C&C Islands Islands  
Posted by [Altzan](#) on Tue, 06 Jan 2009 02:04:24 GMT  
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---

Um....

---

### File Attachments

1) [ScreenShot01.png](#), downloaded 285 times

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Subject: Re: RELEASE!! C&C Islands Islands  
Posted by [slosha](#) on Tue, 06 Jan 2009 03:30:17 GMT  
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nais

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Subject: Re: RELEASE!! C&C Islands Islands  
Posted by [Di3HardNL](#) on Tue, 06 Jan 2009 14:22:48 GMT  
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If some terrain isn't showing up try download the C&C\_Islands.THU file in my attachment in my

1ST Post of this topic.

EDIT.

Seems this file was already in the pack.. I have no idea what the problem could be..  
It works fine for me so I don't get why it won't for somebody else

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Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [Altzan](#) on Tue, 06 Jan 2009 14:48:21 GMT  
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Well, it IS a large mod, editing the terrain itself, there would undoubtedly be some bugs...  
I'll try deleting my .thu file and letting it generate a new one, see what that does.

---

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Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [Di3HardNL](#) on Tue, 06 Jan 2009 14:55:38 GMT  
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There could be some little bugs ofcourse, but on your screen there is no terrain at all

And I didnt add that much polygons  
The original tunnels model size is 344 KB.  
My tunnel model's size is 364 KB.

I did have to edit some presets in LE but they were automaticly saved in the .MIX I guess.  
Because you don't need any objects.ddb.

But I'll try figure this out, because I feel bad that it doesn't work for you.

Is it ACTUALLY WORKING for ANYONE except me?

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Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [LR01](#) on Tue, 06 Jan 2009 15:19:39 GMT  
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srory, no terrain

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Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [Omar007](#) on Tue, 06 Jan 2009 15:50:22 GMT  
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Di3HardNL wrote on Tue, 06 January 2009 15:55...

I did have to edit some presets in LE but they were automaticly saved in the .MIX I guess. Because you don't need any objects.ddb.

...

afaik as soon as you edit something inside the LE presets and save those changes (if you didn't TEMP (transparent + button) them but ADD'ed (+ button) or changed them) you will have a change in your OBJECTS.DDB that means you will have to supply that file too. By TEMP adding another file will be created. Don't know the name atm haven't got LE installed

---

Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [Di3HardNL](#) on Tue, 06 Jan 2009 15:55:48 GMT  
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I used TEMP for everything i added, also need to do this when you want it to work online.

Is it possible that something (preset) the map needs to show the terrain and that its path is in my LE folder?

---

Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [Reaver11](#) on Tue, 06 Jan 2009 16:11:37 GMT  
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Islands use three terrain presets.

1. C&C\_Map\_Islands 0116 - includes
2. C&C\_Map\_Islands 0116 - terrain
3. C&C\_Map\_Islands 0116 - tunnels

You shouldnt adjust the items in these presets I think this information is also stored in the lsd file of the map.

```
terrain\levels_multiplay\c&cmap_islands 0116\tunnels_lm.w3d  
terrain\levels_multiplay\c&cmap_islands 0116\tunnels_lm.wlt
```

These are the current paths set for the preset. Instead of adjusting these save your tunnels as one of these files and put them in the mix. Just let it work as a skin replacement. Any skins light data will be supplied with the .w3d file and the .wlt file.

You can use any textures you want

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Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [Di3HardNL](#) on Tue, 06 Jan 2009 16:32:57 GMT

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I tried just editing the tunnels\_lm before. But you can't rename or add any meshes if you want it to work without using LE.

Or do you mean to just save the w3d as that filename and then import it in LE?

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Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [Reaver11](#) on Tue, 06 Jan 2009 16:38:55 GMT

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What you have to do is what all gun skimmers do.

They make a totally new gun lets take a m16. They create the gun rig it and afterwards they save it as f\_gm\_rifl etc

So create you terrain as you want and then save all the stuff as renegade does it for the tunnels as I posted above.

Then it should work.

---

---

Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [YazooGang](#) on Tue, 06 Jan 2009 17:39:23 GMT

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Every thing works fine for me, the fish too  
Its a really nice work there diehardnl.

---

---

Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [ErroR](#) on Tue, 06 Jan 2009 18:08:39 GMT

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it's ONLY the tuns? you'll do the rest ?

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Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [ErroR](#) on Tue, 06 Jan 2009 18:11:07 GMT

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could you guys rescale your siggies, there a bit too big

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Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [Di3HardNL](#) on Tue, 06 Jan 2009 18:20:35 GMT  
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Its only the tunnels, I could do the rest, but Genblacky already made a egyptian version of it which alot people already use.

Got any ideas for other maps?

I could also redo the tunnels in other maps (like volcano or field)

UPDATE FIX!!

Missing terrain in Islands is now fixed. I used 2 .MIX. 1 for my tunnels and the other for the other terrain.

When I saved as 1 .MIX the terrain wouldn't show up. But when you add the original model/texture files of C&C Islands you will see it works! It also worked for crisis

DL link updated with ALL needed files in first post.

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Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [Altzan](#) on Wed, 07 Jan 2009 00:09:47 GMT  
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---

YOU WIN DI3

It works for me now, and it's freaking sweet, looks awesome!

I noticed the fish actually swims OUT of the tank a little bit, nothing major but it made me laugh

Now I'll always go into the tunnels and not help my team at all, lol.

Good Job mate

---

---

Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [MrCookies](#) on Wed, 07 Jan 2009 18:15:07 GMT  
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---

surely thats not ment to happen?

would there be anyway to use Gen\_Blackys egyptian with these tunnels?

---

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Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [Di3HardNL](#) on Wed, 07 Jan 2009 18:38:15 GMT  
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Seems like your Renegade can't find the lightmap files of the original renegade.

Tell me if its fixed when you put the files in which are in my link.

Unzip the .RAR, then not only copy the files WITHIN the map mp\_islands\_sun+.  
BUT COPY the whole mp\_islands\_sun+ map to your data. I hope you understand what to do

<http://files.filefront.com/mp+islands+sunrar/;12900942;/fileinfo.html>

And I'll fix it so that you can use genblacky's islands to. Downloadlink of it will be up anytime soon.

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Subject: Re: RELEASE - C&C Islands Tunnels  
Posted by [Di3HardNL](#) on Wed, 07 Jan 2009 20:51:13 GMT  
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I've managed to make my tunnels and GenBlacky's Islands work together.  
It has been tested by some people and it should work for you all.  
Downloadlink added in my very very first post.

Enjoy

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Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands  
Posted by [samous](#) on Thu, 08 Jan 2009 01:36:41 GMT  
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Nice man! I'll only use the files inside the map, but it is awesome what you can do!

(sry, when I hit the thumbs up, on my iPod ( touch!) it does enter.)

---

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Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands  
Posted by [slosha](#) on Thu, 08 Jan 2009 03:42:09 GMT  
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OMFG!!!! the dowload i got with ur blacky islands fixed a skin problem i was having where it would show this strange skin.. thank you di3 for all you're great work.

---

---

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands

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Posted by [Gen\\_Blacky](#) on Fri, 09 Jan 2009 18:30:33 GMT

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---

0\_o cool

Edit found 2 things that should be fixed

<http://img395.imageshack.us/img395/8458/screenshot13gd2.png>

<http://img296.imageshack.us/img296/3940/screenshot12vr1.png>

2GLOCK9S wrote on Wed, 07 January 2009 21:42OMFG!!!! the dowload i got with ur blacky islands fixed a skin problem i was having where it would show this strange skin.. thank you di3 for all you're great work.

Where you using my islands before ?

---

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Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands

Posted by [slosha](#) on Sun, 11 Jan 2009 22:54:29 GMT

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---

thanks for taking the original islands out of the downloads!

--

i need the original one now... this is kind of upsetting :@

---

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Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands

Posted by [slosha](#) on Sun, 11 Jan 2009 22:58:39 GMT

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Gen\_Blacky wrote on Fri, 09 January 2009 12:30

Where you using my islands before ?

yeah i opened a thread about it n u had no clue what was wrong

im goin back to original islands.. since i downloaded Di3 version, i've been experiencing problems since he didn't mix the skins into the islands.mix

---

---

Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands

Posted by [Gen\\_Blacky](#) on Sun, 11 Jan 2009 23:35:23 GMT

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yea because the files are in the .mix and he put them in the data folder and there was some weird problem for some people.

---

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Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands  
Posted by [solidpro9](#) on Mon, 12 Jan 2009 00:00:54 GMT

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very nice work blacky. lolz first post.

---

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Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands  
Posted by [Di3HardNL](#) on Mon, 12 Jan 2009 09:56:52 GMT

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I need to know how i can mix the TGA/DDS/W3d files in the .mix

then there will simply be 1 file, which is much easier for all of us. Blacky do you know how to do it?

---

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Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands  
Posted by [Gen\\_Blacky](#) on Mon, 12 Jan 2009 10:11:34 GMT

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add them with xcc mixer and delete any files you want to replace and add them. don't use rengineex it will mess up the file.

---

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Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands  
Posted by [Di3HardNL](#) on Mon, 12 Jan 2009 10:48:29 GMT

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I know how to delete the files in XCCMixer, but how do you add files?

---

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Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands  
Posted by [saberhawk](#) on Mon, 12 Jan 2009 10:55:07 GMT

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Di3HardNL wrote on Mon, 12 January 2009 04:48 I know how to delete the files in XCCMixer, but how do you add files?

Drop them in.

---

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Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands

Posted by [DL60](#) on Mon, 12 Jan 2009 11:16:56 GMT

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When you have your .lvl file open in Leveleditor go to:

Edit => Include Files

A window opens.

-Select "Level Specific"

-search file in "File Spec:"

-press "Add"-Button

Now this file will be included when you pack the .mix archive with LE afterwards.

---

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Subject: Re: RELEASE - C&C Islands Tunnels + GenBlacky's Islands

Posted by [Di3HardNL](#) on Mon, 12 Jan 2009 12:22:37 GMT

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Thanks Deathlink

Only I have 1 question, Since I edit some parts of original maps I am including the original files for the map, but there are also lightmap files,

They supposed to be inside a folder then I want to add the folder to the .MIX. How would I do that?

Thanks

---

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Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands

Posted by [Distrbd21](#) on Wed, 18 Nov 2009 18:17:17 GMT

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Bump do u still got these?

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Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands

Posted by [Reaver11](#) on Wed, 18 Nov 2009 19:14:12 GMT

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---

No offence dude but do you have to bump three old topics?

You can also try pm'ing the owner of the file

---

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Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands

Posted by [Distrbd21](#) on Wed, 18 Nov 2009 19:37:53 GMT

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Reaver11 wrote on Wed, 18 November 2009 13:14No offence dude but do you have to bump three old topics?

You can also try pm'ing the owner of the file  
nah pm for jokers

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Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands  
Posted by [Di3HardNL](#) on Wed, 18 Nov 2009 21:21:43 GMT

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You can't PM me because Goztow disabled them for me (has to do with sharing building bars)

I still have these files on my other PC which I will need to fix because that system is totally fucked.

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Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands  
Posted by [Distrbd21](#) on Thu, 19 Nov 2009 01:06:14 GMT

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Di3HardNL wrote on Wed, 18 November 2009 15:21You can't PM me because Goztow disabled them for me (has to do with sharing building bars)

I still have these files on my other PC which I will need to fix because that system is totally fucked.  
do you have msn or xfire?

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Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands  
Posted by [-Xv-](#) on Thu, 19 Nov 2009 12:18:42 GMT

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### File Attachments

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- 1) [Di3\\_Islands\\_Fixed.rar](#), downloaded 153 times
  - 2) [Di3\\_Tunnels\\_\\_Egypt\\_Genblay.rar](#), downloaded 137 times
- 

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Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands  
Posted by [Distrbd21](#) on Thu, 19 Nov 2009 18:10:10 GMT

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-Xv- wrote on Thu, 19 November 2009 06:18

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Your the man

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Subject: Re: [skin]C&C Islands Tunnels + GenBlacky's Islands  
Posted by [GoldDrag](#) on Sat, 28 Nov 2009 20:01:31 GMT  
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Awesome work Di3

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