## Subject: [ Map Replacement ] C&C_Field
Posted by Gen_Blacky on Mon, 02 Mar 2009 00:53:15 GMT
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Have Fun

Video
You tube : http://www.youtube.com/watch?v=D5eBGCa4YdI&feature=channel_page watch in HD


March 01, 2008
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Credits Gen_Blacky
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C&C_Field.mix
----------------
Renamed Textures
---------------------------------
Original          Renamed
---------------------------------

l11_gravel.dds     F11_gravel.dds

l05_wood03.dds      F05_wood03.dds

l05_wood01.dds      F05_wood01.dds

l05_creek.dds       F05_creek.dds

l03_wtrfall.dds     F03_wtrfall.dds

l03_wetdrt.dds       F03_wetdrt.dds

l03_tibgrnd.dds      F03_tibgrnd.dds

l03_mossrock.dds    F03_mossrock.dds

l03_lvrock.dds      F03_lvrock.dds

l03_bushes.dds      F03_bushes.dds

l02_drtconc.dds      F02_drtconc.dds

l01-woodplanks.dds  F01-woodplanks.dds

l01-shingle02.dds   F01-shingle02.dds

l01-redbarn.dds     F01-redbarn.dds

l01-bail_cap.dds    F01-bail_cap.dds

l01-bail5.dds      F01-bail5.dds

hpad_bolt.dds     Fpad_bolt.dds


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Install
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put C&C_Field.mix in to you data folder

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Download
Updated Link
http://files.filefront.com/CC+Field+ReSkin+V1zip/;13777198;/fileinfo.html

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Subject: Re: [ Map Replacement ] C&C_Field
Posted by slosha on Mon, 02 Mar 2009 04:02:06 GMT
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i some people really hatin on goodonedriver

it's a good map re-skin but tbh i like field a lot the way it is!

10/10 on urs

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Gen_Blacky on Mon, 02 Mar 2009 04:08:53 GMT
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you can still have your field like normal and have the lights just place the renamed textures in your data folder.

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by crysis992 on Mon, 02 Mar 2009 06:44:14 GMT
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o.O Awesome, nice Job!

btw i like the lights, maybe can you release that too?

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Gen_Blacky on Mon, 02 Mar 2009 07:09:27 GMT
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crysis992 wrote on Sun, 01 March 2009 22:44o.O Awesome, nice Job!

btw i like the lights, maybe can you release that too?

the lights are part of the map

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by ErroR on Mon, 02 Mar 2009 08:21:15 GMT
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wow nice

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by ArtyWh0re on Mon, 02 Mar 2009 10:01:30 GMT
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2GLOCK9S wrote on Mon, 02 March 2009 12:02i some people really hatin on goodonedriver

it's a good map re-skin but tbh i like field a lot the way it is!

10/10 on urs
Ye I like the Field the way it is too, but this is really good. I think C&C Under would look good like
this aswell, It makes it look like the mining grounds.

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Di3HardNL on Mon, 02 Mar 2009 10:11:45 GMT
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Nice work GenBlacky!
I am working on the same things as you lol  I also had added those lights and tiberium smoke.
And I am modifying the complete tunnels.

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Player on Mon, 02 Mar 2009 10:32:10 GMT
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Di3HardNL wrote on Mon, 02 March 2009 04:11Nice work GenBlacky!

I am working on the same things as you lol  I also had added those lights and tiberium smoke.
And I am modifying the complete tunnels.


Sounds good

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by crysis992 on Mon, 02 Mar 2009 11:11:55 GMT
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@ Blacky:

No there are No lights, i tested it
Its all there, out of the lights

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Gen_Blacky on Mon, 02 Mar 2009 16:42:21 GMT
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crysis992 wrote on Mon, 02 March 2009 06:11@ Blacky:

No there are No lights, i tested it
Its all there, out of the lights

Wait you don't have lights ?, does anyone else have this problem.

screen shot plz

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by LiL KiLLa on Mon, 02 Mar 2009 16:49:28 GMT
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all ok

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by DutchNeon on Mon, 02 Mar 2009 16:54:38 GMT
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Not working here either.

## File Attachments

1) lights.png, downloaded 1960 times

SW

DutchNeon

100

100

**Subject: Re: [ Map Replacement ] C&C_Field**
Posted by Gen_Blacky on Mon, 02 Mar 2009 23:09:31 GMT
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I think this will fix it.

Updated Link Look At First Post

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**Subject: Re: [ Map Replacement ] C&C_Field**
Posted by Gen_Blacky on Wed, 04 Mar 2009 23:36:28 GMT
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Those that download the updated version did it fix the tib and lights ?

---

**Subject: Re: [ Map Replacement ] C&C_Field**
Posted by Gohax on Sat, 07 Mar 2009 05:29:45 GMT
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Hey bro you were asking me about this in OT the other day. When I first downloaded it I had the lights :/ I don't know why others didn't get them. It may have been before you updated it as well. But everything's fine with me

---

**Subject: Re: [ Map Replacement ] C&C_Field**
Posted by Gen_Blacky on Mon, 18 May 2009 23:31:55 GMT
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New Link

Report any bugs.

http://files.filefront.com/CC+Field+ReSkin+V1zip/;13777198;/fileinfo.html

---

**Subject: Re: [ Map Replacement ] C&C_Field**
Posted by Scrin on Tue, 19 May 2009 03:49:16 GMT
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Gen_Blacky wrote on Mon, 18 May 2009 18:31New Link

Report any bugs.

http://files.filefront.com/CC+Field+ReSkin+V1zip/;13777198;/fileinfo.html

---

what news there?

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Gen_Blacky on Tue, 19 May 2009 04:06:47 GMT
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Niko "The Lay" wrote on Mon, 18 May 2009 22:49Gen_Blacky wrote on Mon, 18 May 2009 18:31New Link

Report any bugs.

http://files.filefront.com/CC+Field+ReSkin+V1zip/;13777198;/fileinfo.html
what news there?

nothing, file front deleted some of my files had to reupload

im going to add more sounds to a few of the maps.

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Scrin on Tue, 19 May 2009 04:58:24 GMT
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Gen_Blacky wrote on Mon, 18 May 2009 23:06Niko "The Lay" wrote on Mon, 18 May 2009 22:49Gen_Blacky wrote on Mon, 18 May 2009 18:31New Link

Report any bugs.

http://files.filefront.com/CC+Field+ReSkin+V1zip/;13777198;/fileinfo.html
what news there?

nothing, file front deleted some of my files had to reupload

im going to add more sounds to a few of the maps.

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Tupolev TU-95 Bear on Sun, 31 May 2009 16:16:20 GMT
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---boinky bump---


The lights for the light post dont work and the tiberium gas effect dont work

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Gen_Blacky on Sun, 31 May 2009 17:18:25 GMT
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try adding this to your data folder.

File Attachments
1) emitters.zip, downloaded 303 times

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Gen_Blacky on Thu, 27 Aug 2009 02:40:20 GMT
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Update

Figured out how to change the tunnel walls without changing the Agt.

Report any bugs such as weird textures , our texture not changed on tunnel wall.

http://www.filefront.com/14405889/C%26C_Field%20Reskin%20V2.zip

File Attachments
1) field2.jpg, downloaded 829 times

granny18 killed LuceZombi
MamboArvind has joined the game, fighting for Team GDI
Raptor7575: !d troubl 2000

Gen_Blacky

2) field1.jpg, downloaded 828 times

AI2500: Fall back.
AI2500: Fall back.
galaxy267: eek
intimdatr: HAH
Nod Obelisk under attack.
Kurtison1: Negative.

Gen_Blacky

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Bulldawg on Sun, 30 Aug 2009 00:33:43 GMT
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Gen_Blacky wrote on Wed, 26 August 2009 22:40Update

Figured out how to change the tunnel walls without changing the Agt.

Report any bugs such as weird textures , our texture not changed on tunnel wall.

http://www.filefront.com/14405889/C%26C_Field%20Reskin%20V2.zip

I downloaded the file from this link and I am still having the issue regarding the AGT.

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Gen_Blacky on Sun, 30 Aug 2009 00:35:44 GMT
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lol i was worried about that. It works fine from me must be because of my cache file will look into it.

try deleting your C&C_Field.thu

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Bulldawg on Sun, 30 Aug 2009 01:00:40 GMT
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Deleting the file did not resolve the issue.

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by LeeumDee on Sun, 30 Aug 2009 01:02:46 GMT
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Blacky not sure if you hex edit your map model the same as me, but for field I think its the first 24 gd_top2.tga are the tunnels and the remaining 12 are the AGT.

---

Subject: Re: [ Map Replacement ] C&C_Field

Posted by Gen_Blacky on Sun, 30 Aug 2009 01:18:50 GMT

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LeeumDee wrote on Sat, 29 August 2009 20:02Blacky not sure if you hex edit your map model the same as me, but for field I think its the first 24 gd_top2.tga are the tunnels and the remaining 12 are the AGT.

hmmm , works fine for me I wonder why it do that to yours and not mine. I only hex edited the ones that were attached to the tunnel meshes so I think.

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Jeroenganges on Mon, 05 Jul 2010 20:19:08 GMT

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Anyone got the files? Because the link is broken and I really want it.

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by ExEric3 on Mon, 05 Jul 2010 22:39:44 GMT

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Jeroenganges wrote on Mon, 05 July 2010 22:19Anyone got the files? Because the link is broken and I really want it.

See attached file. Enjoy it.

File Attachments
1) CC_Field_ReSkin_V1.zip, downloaded 287 times

---

Subject: Re: [ Map Replacement ] C&C_Field
Posted by Jeroenganges on Wed, 07 Jul 2010 15:59:54 GMT

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tyvm.