
Subject: C&C_Sandbox Beta Test

Posted by [Gen_Blacky](#) on Sat, 25 Apr 2009 20:09:54 GMT

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This was an old test map that I made so I added on to it and made into a dm map. I still have to add weapon power ups but i decided to put a beta test out so i can find any bugs in the model like no collision settings or cracks in the terrain. Please test my map and take any screen shots of any bugs.

Here Are some screen shots

<http://img26.imageshack.us/img26/3701/screenshot100z.png>

<http://img504.imageshack.us/img504/1860/screenshot97.png>

<http://img168.imageshack.us/img168/1351/screenshot98.png>

<http://img2.imageshack.us/img2/3021/screenshot99.png>

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<http://files.filefront.com/CC+Sandboxzip/;13657928;/fileinfo.html>

Subject: Re: C&C_Sandbox Beta Test

Posted by [ErroR](#) on Sat, 25 Apr 2009 20:17:47 GMT

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link broken (actually no link)

Subject: Re: C&C_Sandbox Beta Test

Posted by [Gen_Blacky](#) on Sat, 25 Apr 2009 20:32:03 GMT

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ErroR wrote on Sat, 25 April 2009 15:17link broken (actually no link)

link is there now

Subject: Re: C&C_Sandbox Beta Test

Posted by [ErroR](#) on Sat, 25 Apr 2009 20:33:26 GMT

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k gonna test it now.

Subject: Re: C&C_Sandbox Beta Test
Posted by [Scrin](#) on Sat, 25 Apr 2009 21:00:06 GMT
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the dust emitter's texture is missing, tib field and effects is awesome, only 1 bad thing its the hill's textures (too repeated)
(gusty.dds)

Subject: Re: C&C_Sandbox Beta Test
Posted by [Gen_Blacky](#) on Sat, 25 Apr 2009 21:03:10 GMT
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File Attachments

1) [gusty.dds](#), downloaded 69 times

Subject: Re: C&C_Sandbox Beta Test
Posted by [Scrin](#) on Sat, 25 Apr 2009 21:09:42 GMT
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Gen_Blacky wrote on Sat, 25 April 2009 16:03
lol!, its just 01_intros smoke...
btw that rock have no mesh?

Subject: Re: C&C_Sandbox Beta Test
Posted by [Gen_Blacky](#) on Sat, 25 Apr 2009 21:21:19 GMT
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changed name for different emitters where is that rock at forgot collision poly in a couple of the rocks.
