
Subject: [Map Replacement] C&C_Islands
Posted by [Gen_Blacky](#) on Wed, 20 May 2009 00:25:22 GMT
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I updated my Islands map

New Sounds
Bump Mapped the Water
New Emitters
Added Bushes

<http://img188.imageshack.us/img188/1027/islands1.png>
<http://img268.imageshack.us/img268/2975/islands2.png>
<http://img199.imageshack.us/img199/4339/islands3.png>
<http://img20.imageshack.us/img20/631/islands4.png>

C&C_Islands.mix Egypt

What It Does

This mod change's almost all of the texture's names in c&c_islands.mix without affecting other maps. It also adds new emitters to the map. Works online

Installation

Backup your C&C_Islands.mix and then replace with mine

C:\Westwood\Renegade\Data\C&C_Islands.mix

Changing the skin

For those who want to change the skins here is a list of skins, just put the renamed skins in data folder.

C:\Westwood\Renegade\Data\

Renamed Textures

I03_cann02.dds to I03_cann03.dds
I03_lvrock.dds to B03_lvrock.dds

l03_lvtree.dds to B03_lvtree.dds
ref_ramp.dds to refbramp.dds
l03_bushes.dds to B03_bushes.dds
gd_metl.dds to bd_metl.dds
gdi_base.dds to bdi_base.dds
gdi_cmnt.dds to bdi_cmnt.dds
gdi_con.dds to bdi_con.dds
gdi_slit.dds to bdi_slit.dds
gdi_trim.dds to bdi_trim.dds
ref_roll.dds to refbroil.dds
ref_side.dds to refbside.dds
ref_win4.dds to refbwin4.dds
ref_corg.dds to refbcorg.dds
ref_nodlogo.dds to refbnodlogo.dds
ref_pipe.dds to refbpipe.dds
rep_glow.dds to repbglow.dds
ref_cemnt.dds to refbcemnt.dds
ref_red.dds to refbred.dds
ref_gdilogo.dds to refbgdilogo.dds
ref_nodlogo.dds to refbnodlogo.dds
razorw.dds to razorb.dds
pwr_red.dds to pwrbred.dds
pwr_mtl_beam01.dds to pwrmtl_beam01.dds
ref_reflect2.dds to refbreflect2.dds
pwr_base.dds to pwrbbase.dds
ob_ribs.dds to obbribs.dds
atr_metal.dds to btr_metal.dds
gd_flor.dds to bd_flor.dds
stp_arrow.dds to btp_arrow.dds
hnd_window.dds to hndbwindow.dds
hnd_grill.dds to hndbgrill.dds
hnd_cndt.dds to hndbcndt.dds
hnd_globe.dds to hndbglobe.dds
hpad_bolt.dds to hpadbolt.dds

Island Tunnels -----

l01-concrete01.dds to b01-concrete01.dds
l10_alienmtl.dds to b10_alienmtl.dds
lv8_djam.dds to bv8_djam.dds
wallbase.dds to wallb4se.dds
ref_ramp.dds to ref_r4mp.dds
stp_tarmak.tga to btp_tarmak.tga

Download

<http://files.filefront.com/Islands+Egypt+v2zip/;13782238;/fileinfo.html>

Subject: Re: [Map Replacement] C&C_Islands
Posted by [Gohax](#) on Wed, 20 May 2009 00:34:18 GMT
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Looks really nice. Downloading now gonna try it out

Subject: Re: [Map Replacement] C&C_Islands
Posted by [slosha](#) on Wed, 20 May 2009 00:58:20 GMT
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I'll definitely be updating mine.

I walked through it and you did a fantastic job. I really like that you added the tiberium smoke and gusts of sand. Great update.

Subject: Re: [Map Replacement] C&C_Islands
Posted by [ErroR](#) on Wed, 20 May 2009 08:59:59 GMT
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looks fukin nice

Subject: Re: [Map Replacement] C&C_Islands
Posted by [Player](#) on Wed, 20 May 2009 09:21:15 GMT
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ErroR wrote on Wed, 20 May 2009 03:59looks fukin nice

Subject: Re: [Map Replacement] C&C_Islands
Posted by [-Xv-](#) on Wed, 20 May 2009 10:28:05 GMT
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Superb as usual blacky, Props.

Subject: Re: [Map Replacement] C&C_Islands
Posted by [JsxKeule](#) on Wed, 20 May 2009 11:37:31 GMT
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why every1 makes a egyot islands i would like to see it in another style
but GJ blacky

Subject: Re: [Map Replacement] C&C_Islands
Posted by [Gen_Blacky](#) on Thu, 21 May 2009 01:34:13 GMT
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thanks , will add diehard tunnels after I find a good way to add them without messing my map up.

Subject: Re: [Map Replacement] C&C_Islands
Posted by [Scrin](#) on Thu, 21 May 2009 03:53:07 GMT
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Gen_Blacky wrote on Wed, 20 May 2009 20:34thanks , will add diehard tunnels after I find a good
way to add them without messing my map up.
cool, and pls, the grass is too big
