Subject: [Map] C&C_Canyon
Posted by Gen_Blacky on Tue, 09 Jun 2009 23:27:10 GMT

C&C_Canyon with tiberium emitters , Dust emitters , bushes/ cactus's , lamp lights , some new sounds. Used for online.

File Attachments

1) canyon.JPG, downloaded 716 times

2) `Canyon V1.zip`, downloaded 227 times

Subject: Re: [Map] C&C_Canyon
Posted by slosha on Wed, 10 Jun 2009 00:23:29 GMT
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Very nice

Downloaded.

Subject: Re: [Map] C&C_Canyon
Posted by anant on Wed, 10 Jun 2009 00:54:26 GMT
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Thanks!
Whats next?

Subject: Re: [Map] C&C_Canyon
Posted by ArtyWh0re on Wed, 10 Jun 2009 10:00:35 GMT
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Nice, just about to download

Subject: Re: [Map] C&C_Canyon
Posted by LeeumDee on Wed, 10 Jun 2009 10:52:44 GMT
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Very nice as usual

Could you maybe post a tutorial on how to do this? I made a post in mod forum section couple of days back about pretty much this exact thing.

Subject: Re: [Map] C&C_Canyon
Posted by ErroR on Wed, 10 Jun 2009 11:40:49 GMT
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didn't it already have it or only rxd canyon?

Subject: Re: [Map] C&C_Canyon
Posted by LiL KiLLa on Wed, 10 Jun 2009 14:35:03 GMT
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next is city_flying

Subject: Re: [Map] C&C_Canyon
Posted by Gen_Blacky on Wed, 10 Jun 2009 17:13:26 GMT
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ErroR wrote on Wed, 10 June 2009 06:40didn't it already have it or only rxd canyon?

every map is already done for rxd but I have to remake all of them because it uses new presets and will not work for normal ren.

I made this tut a while ago http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=141

Subject: Re: [Map] C&C_Canyon
Posted by Xena on Wed, 10 Jun 2009 20:04:14 GMT
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i was hoping to see the whole map reskinned but ah well

Subject: Re: [Map] C&C_Canyon
Posted by ErroR on Wed, 10 Jun 2009 20:19:43 GMT
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Xena wrote on Wed, 10 June 2009 23:04i was hoping to see the whole map reskinned but ah well

but it has cactuses

Subject: Re: [Map] C&C_Canyon
Posted by mrÃ£Ã§Ä·z   on Wed, 10 Jun 2009 21:12:06 GMT
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Hmmmmm thinking about something...

be patient Guys

Subject: Re: [Map] C&C_Canyon
Posted by Gohax on Wed, 10 Jun 2009 22:12:46 GMT
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Looks nice as usual. But is there anyway that we can change the color of the tib gas?

Subject: Re: [Map] C&C_Canyon
Posted by crysis992 on Wed, 10 Jun 2009 22:24:47 GMT
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Gohax wrote on Wed, 10 June 2009 17:12Looks nice as usual. But is there anyway that we can change the color of the tib gas?

yeah u can change the color with w3dviwer

Subject: Re: [Map] C&C_Canyon
Posted by Gen_Blacky on Wed, 10 Jun 2009 23:02:01 GMT
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ErroR wrote on Wed, 10 June 2009 15:19Xena wrote on Wed, 10 June 2009 23:04i was hoping to see the whole map reskinned but ah well
but it has cactuses

yes caxtuses they own your face if you touch them. Any skin themes that you would like to see for canyon or city flying.

Subject: Re: [Map] C&C_Canyon
Posted by Gohax on Wed, 10 Jun 2009 23:49:20 GMT
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Gen_Blacky wrote on Wed, 10 June 2009 18:02ErroR wrote on Wed, 10 June 2009 15:19Xena wrote on Wed, 10 June 2009 23:04i was hoping to see the whole map reskinned but ah well
but it has cactuses

yes caxtuses they own your face if you touch them. Any skin themes that you would like to see for canyon or city flying.

That fallout theme for City_Fly that ErroR [I think] did was pretty cool. Maybe somehow make that into one of the other maps? Or some sort of theme like it. Broken down city of some sort.

Being more original, ehh could try a tropical sort of them for canyon.

Subject: Re: [Map] C&C_Canyon
Posted by Xena on Thu, 11 Jun 2009 06:46:02 GMT
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Gen_Blacky wrote on Wed, 10 June 2009 18:02ErroR wrote on Wed, 10 June 2009 15:19Xena
wrote on Wed, 10 June 2009 23:04i was hoping to see the whole map reskinned but ah well
but it has cactuses

yes caxtuses they own your face if you touch them. Any skin themes that you would like to see for
canyon or city flying.

how bout instead of a desert/sand canyon, make it a mountain,stony canyon?

Subject: Re: [Map] C&C_Canyon
Posted by crysis992 on Thu, 11 Jun 2009 07:48:40 GMT
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I made something for City
Maybe i release it if its finish:

Subject: Re: [Map] C&C_Canyon
Posted by Omar007 on Thu, 11 Jun 2009 08:08:06 GMT
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Inspired by Fallout????

Subject: Re: [Map] C&C_Canyon
Posted by ErroR on Thu, 11 Jun 2009 08:59:46 GMT
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Gohax wrote on Thu, 11 June 2009 02:49
That fallout theme for City_Fly that ErroR [I think] did was pretty cool. Maybe somehow make that
into one of the other maps? Or some sort of theme like it. Broken down city of some sort.

actually Dreganius made it   i din't do any skin in a long time
@others
  http://www.renegadeforums.com/index.php?t=msg&th=33269&start=0&rid=2 3758

Subject: Re: [Map] C&C_Canyon

Posted by Xena on Thu, 11 Jun 2009 11:08:24 GMT

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crysis992 wrote on Thu, 11 June 2009 02:48I made something for City
Maybe i release it if its finish:

srsly, dont try to steal other people's work. you didnt make the skin, dreg did.

Subject: Re: [Map] C&C_Canyon
Posted by ErroR on Thu, 11 Jun 2009 11:33:18 GMT

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Xena wrote on Thu, 11 June 2009 14:08crysis992 wrote on Thu, 11 June 2009 02:48I made something for City
Maybe i release it if its finish:

srsly, dont try to steal other people's work. you didnt make the skin, dreg did.

he said he made something for city, i think he used that ss on purpose o0 or not

---

Subject: Re: [Map] C&C_Canyon
Posted by Gen_Blacky on Thu, 11 Jun 2009 16:18:12 GMT

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Rofl

File Attachments
1) weeeee.JPG, downloaded 809 times

Subject: Re: [Map] C&C_Canyon
Posted by Dreganius on Thu, 11 Jun 2009 18:28:39 GMT
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The lamp-posts take away from the dead theme of it all

And yes. It's MY skin... Don't start this shit again... *facepalm*

EDIT: I think it would be awesome if you'd make dust emitters for City, and if you had a version just for my skin I think it would be so awesome
Like, medium fog overlay weather, mid-day kinda time, with dust blowing about. That would be... go-o-o-oooodly

Subject: Re: [Map] C&C_Canyon
Posted by LiL KiLLa on Thu, 11 Jun 2009 18:44:38 GMT
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Gen_Blacky wrote on Thu, 11 June 2009 18:18Rofl

any problems with the doors in city_flying?

Subject: Re: [Map] C&C_Canyon
Posted by LeeumDee on Thu, 11 Jun 2009 18:59:55 GMT
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you could have some lamp posts burnt out and others flickering......

Subject: Re: [Map] C&C_Canyon
Posted by Gen_Blacky on Thu, 11 Jun 2009 19:50:30 GMT
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Dreganius wrote on Thu, 11 June 2009 13:28The lamp-posts take away from the dead theme of it all

And yes. It's MY skin... Don't start this shit again... *facepalm*

EDIT: I think it would be awesome if you'd make dust emitters for City, and if you had a version just for my skin I think it would be so awesome
Like, medium fog overlay weather, mid-day kinda time, with dust blowing about. That would be... go-o-o-oooodly

I was going to add on to your skin and make a few other skins.

LeeumDee wrote on Thu, 11 June 2009 13:59you could have some lamp posts burnt out and others flickering......

good idea

Quote:any problems with the doors in city_flying?

Think I fixed the doors

Subject: Re: [Map] C&C_Canyon
Posted by crysis992 on Fri, 12 Jun 2009 17:09:04 GMT
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Xena wrote on Thu, 11 June 2009 06:08crysis992 wrote on Thu, 11 June 2009 02:48I made something for City
Maybe i release it if its finish:

srsly, dont try to steal other people's work. you didnt make the skin, dreg did.

i added some emitters.
and added some bushes to the base, and change it from night to day.

I didnt say that i made the textures for the buildings at the map.
But i was to lazy to remove them from my Data for the ss. so the city textures are not at my city.mix, u know?

,
crysis992