Subject: BW Pack [backgrounds]

Posted by zeratul on Sat, 19 Feb 2011 20:52:51 GMT

View Forum Message <> Reply to Message

This is different backgrounds from several maps.

this includes the original BWBackground for Nod

sadly GDI original has been lost forever due to old download not including the actual background (could have sworn it did).

but anyway here it is ill also be releasing a slideshow version if i can ever figure out how that is done if it is even possible.

GDI Images

File Attachments

- 1) Backgrounds.rar, downloaded 202 times
- 2) CityGDI.png, downloaded 669 times

Page 1 of 18 ---- Generated from Command and Conquer: Renegade Official Forums



3) FieldGDI.png, downloaded 659 times



4) HourglassGDI.png, downloaded 660 times



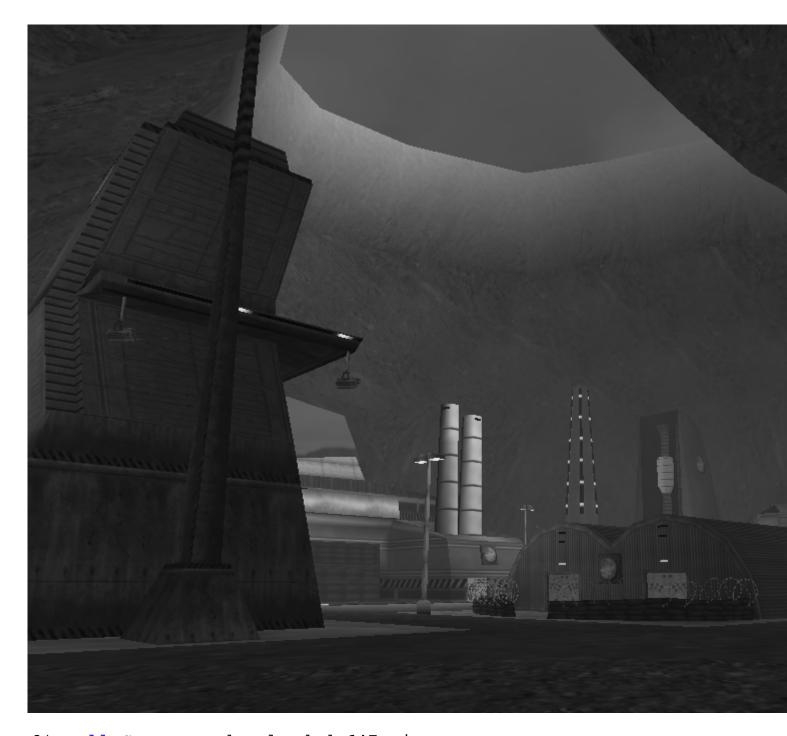
5) IslandsGDI.png, downloaded 656 times



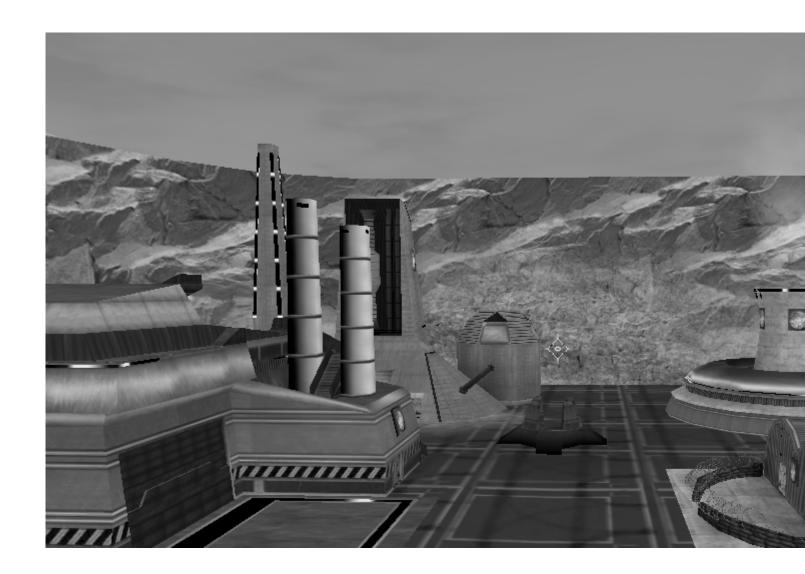
6) MesaGDI.png, downloaded 665 times



7) SkirmishGDI.png, downloaded 652 times



8) WallsGDI.png, downloaded 647 times



Subject: Re: BW Pack [backgrounds]
Posted by zeratul on Sat, 19 Feb 2011 20:57:32 GMT

View Forum Message <> Reply to Message

Due to 10 file limit double post necessary.

Nod Images

File Attachments
1) CityNod.png, downloaded 588 times



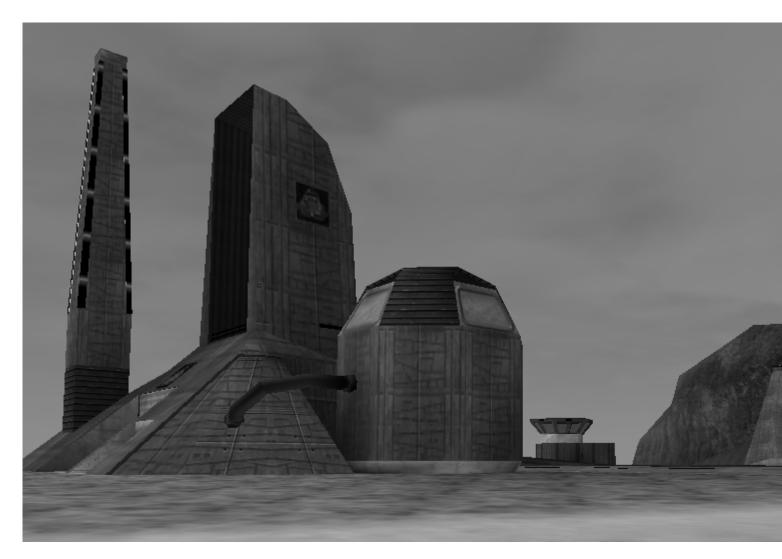
2) FieldNod.png, downloaded 580 times



3) HourglassNod.png, downloaded 566 times



4) IslandsNod.png, downloaded 560 times



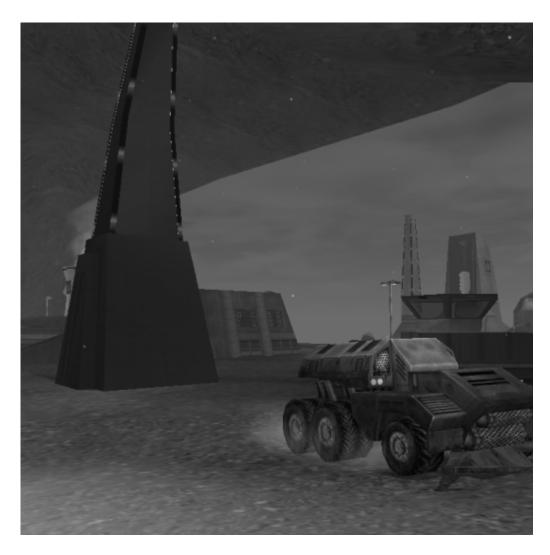
5) MesaNod.png, downloaded 562 times



6) SkirmishNod.png, downloaded 558 times



7) SkirmishNodOriginal.png, downloaded 549 times



8) WallsNod.png, downloaded 553 times



Subject: Re: BW Pack [backgrounds]
Posted by renalpha on Sun, 20 Feb 2011 01:18:38 GMT

View Forum Message <> Reply to Message

Aircraftkiller come on in!!!!

Seriously the point of this is? I recommend you to combine these rotating backgrounds with one of my tracks. Community members will apreciate that.

Subject: Re: BW Pack [backgrounds]

Posted by slosha on Sun, 20 Feb 2011 16:57:51 GMT

View Forum Message <> Reply to Message

You should add a little more to them.

Subject: Re: BW Pack [backgrounds]

Posted by zeratul on Sun, 20 Feb 2011 17:12:04 GMT

View Forum Message <> Reply to Message

ive thought of a few things i could do. such as keeping the team colors in or have an in base battle going on

Subject: Re: BW Pack [backgrounds]

Posted by renalpha on Sun, 20 Feb 2011 22:49:25 GMT

View Forum Message <> Reply to Message

team colors would be awesome, in the back.dds there is also a rotating animation. maybe you could do something with a team logo over there. would be epic.

Subject: Re: BW Pack [backgrounds]

Posted by zeratul on Sun, 20 Feb 2011 23:14:46 GMT

View Forum Message <> Reply to Message

my skills are to low to do that due to the fact its not one whole thing or halfed

Subject: Re: BW Pack [backgrounds]

Posted by Omar007 on Sun, 20 Feb 2011 23:57:46 GMT

View Forum Message <> Reply to Message

renalpha wrote on Sun, 20 February 2011 23:49team colors would be awesome, in the back.dds there is also a rotating animation. maybe you could do something with a team logo over there. would be epic.

That rotating is actually a still texture put on an animated plane.

DDS can't be animated afaik. Atleast not by itself.

EDIT:

I'm not sure but if you'd know the memory address of the mainmenu background, I guess you could change that once in a while to another image (scripts)

Subject: Re: BW Pack [backgrounds]

Posted by Altzan on Mon, 21 Feb 2011 06:04:05 GMT

View Forum Message <> Reply to Message

Maybe add some graphical effects?

inb4needsmorebloom

Subject: Re: BW Pack [backgrounds]

Posted by Gohax on Mon, 21 Feb 2011 15:18:09 GMT

View Forum Message <> Reply to Message

Altzan wrote on Sun, 20 February 2011 23:04Maybe add some graphical effects?

inb4needsmorebloom

Needs more bloom

Like them, though team colors would make them a bit better. Maybe take some of fanmaps too. Bunkers_TS might be a pretty good ss. Or even Siege.

Subject: Re: BW Pack [backgrounds]

Posted by Spyder on Mon, 21 Feb 2011 18:10:15 GMT

View Forum Message <> Reply to Message

Gohax wrote on Mon, 21 February 2011 16:18Altzan wrote on Sun, 20 February 2011 23:04Maybe add some graphical effects?

inb4needsmorebloom

Needs more bloom

Like them, though team colors would make them a bit better. Maybe take some of fanmaps too. Bunkers_TS might be a pretty good ss. Or even Siege.

Nothing beats Glacier_Flying

Subject: Re: BW Pack [backgrounds]

Posted by zeratul on Mon, 21 Feb 2011 22:51:58 GMT

View Forum Message <> Reply to Message

Spyder wrote on Mon, 21 February 2011 12:10

Nothing beats Glacier_Flying thatd be great to have a background of