Subject: C&C_GrandCanyon
Posted by Taz on Fri, 27 May 2011 16:29:18 GMT
View Forum Message <> Reply to Message

Here's a stable build of my GrandCanyon map.
If you find any bugs, please report them so i can fix them.

http://www.gamefront.com/files/20371101/C%26C_GrandCanyon_Beta02.rar

Subject: Re: C&C_GrandCanyon
Posted by crysis992 on Fri, 27 May 2011 22:41:16 GMT
View Forum Message <> Reply to Message

Its a awesome map. I rly love the light settings.
Good job.

I dont think so it should me supposed to be there.

Subject: Re: C&C_GrandCanyon
Posted by Generalcamo on Sat, 28 May 2011 00:26:54 GMT
View Forum Message <> Reply to Message

WHAT. You leaked reborn, APB, AR, and scripts 4.0, and think you have a HAVEN HERE?

Subject: Re: C&C_GrandCanyon
Posted by Altzan on Sat, 28 May 2011 07:47:15 GMT
View Forum Message <> Reply to Message

That is indeed some awesome lighting. Great job.

Subject: Re: C&C_GrandCanyon
Posted by Stefan on Sat, 28 May 2011 22:24:17 GMT
View Forum Message <> Reply to Message

Generalcamo wrote on Fri, 27 May 2011 17:26WHAT. You leaked reborn, APB, AR, and scripts
4.0, and think you have a HAVEN HERE?

Derp.

This map is fantastic imo. GJ.

Subject: Re: C&C_GrandCanyon
Posted by DarkKnight on Sun, 29 May 2011 02:41:31 GMT
View Forum Message <> Reply to Message

Totally love this map. Love what you did to it.

Subject: Re: C&C_GrandCanyon
Posted by my486CPU on Sun, 29 May 2011 07:52:59 GMT
View Forum Message <> Reply to Message

I love this map so much - I did find a few things:

File Attachments
1) ScreenShot01.jpg, downloaded 1822 times

2) ScreenShot04.jpg, downloaded 1817 times

3) ScreenShot06.jpg, downloaded 1803 times

4) ScreenShot07.jpg, downloaded 1775 times

Subject: Re: C&C_GrandCanyon
Posted by Reaver11 on Sun, 29 May 2011 08:30:16 GMT
View Forum Message <> Reply to Message

Very nice map indeed. Should be hosted on a server!
The AGT miniguns have always been buggy.
A rotation with 90degrees might work though usually knowing LE it stays bugged.

Subject: Re: C&C_GrandCanyon
Posted by Taz on Sun, 29 May 2011 11:53:25 GMT
View Forum Message <> Reply to Message

Thanks for all the replies and the SS's, I don't have much time to check for bugs myself. Fixing them right now. :-)

You can use all files inside the mix for your own mods/maps if you'd like. Just don't forget to give credit for the original creators.

Subject: Re: C&C_GrandCanyon
Posted by Gohax on Wed, 01 Jun 2011 04:30:00 GMT
View Forum Message <> Reply to Message

This is a really nice map. May try and get this on a rotation or 2 in some servers.

Subject: Re: C&C_GrandCanyon
Posted by Aircraftkiller on Sat, 04 Jun 2011 16:53:41 GMT
View Forum Message <> Reply to Message

The lighting needs work. It appears to have its ambient value set to anything but black, which causes the entire object it lights to light up unnaturally. I would recommend going back to your lights and removing the ambient lighting you have on them.

Most of the materials aren't set correctly. For example, the ground in the GDI base has no material settings at all, or it doesn't block projectiles. Either way, there are no dirt bullet holes when you shoot the ground. This happens for a lot of objects and other materials.

Subject: Re: C&C_GrandCanyon
Posted by crazfulla on Mon, 29 Aug 2011 12:41:39 GMT
View Forum Message <> Reply to Message

Also you need to cut holes in the terrain for the buildings so the terrain doesn't overlap the floor (like the screenshot inside the Hand of Nod).

Any updates? I would like to try this map, but the link is broken.

Subject: Re: C&C_GrandCanyon
Posted by Taz on Tue, 30 Aug 2011 08:28:44 GMT
View Forum Message <> Reply to Message

I need a proper host, the filefront link is going down every 15 days.

Subject: Re: C&C_GrandCanyon

Posted by kamuixmod on Tue, 30 Aug 2011 11:29:50 GMT
View Forum Message <> Reply to Message

megaupload

Subject: Re: C&C_GrandCanyon
Posted by iRANian on Tue, 30 Aug 2011 12:20:11 GMT
View Forum Message <> Reply to Message

game-maps.net

Subject: Re: C&C_GrandCanyon
Posted by Gen_Blacky on Tue, 30 Aug 2011 22:45:31 GMT
View Forum Message <> Reply to Message

iRANian wrote on Tue, 30 August 2011 05:20game-maps.net

Subject: Re: C&C_GrandCanyon
Posted by crazfulla on Wed, 31 Aug 2011 02:15:18 GMT
View Forum Message <> Reply to Message

iRANian wrote on Tue, 30 August 2011 05:20game-maps.net
so is your link

Subject: Re: C&C_GrandCanyon
Posted by Taz on Wed, 31 Aug 2011 12:43:22 GMT
View Forum Message <> Reply to Message

Woop

http://www.mediafire.com/?ey2sea8803uee83

I lost the LVL files. Use Levelre-edit on it or somethin'.

GL.

Subject: Re: C&C_GrandCanyon
Posted by crazfulla on Wed, 31 Aug 2011 14:29:34 GMT

Taz wrote on Wed, 31 August 2011 05:43Woop

http://www.mediafire.com/?ey2sea8803uee83

I lost the LVL files. Use Levelre-edit on it or somethin'.

GL.
So you have abandoned the project now? mmmkay.

Pretty bias toward Nod imo.

Subject: Re: C&C_GrandCanyon
Posted by Taz on Thu, 01 Sep 2011 09:38:59 GMT

Pretty much. I simply don't have enough time to finish it up.

Some of the major issues with this map are:
destroying a barrel will crash the game
AGT/ob positions

Subject: Re: C&C_GrandCanyon
Posted by crazfulla on Fri, 02 Sep 2011 10:25:38 GMT

yeah I would probably remove AGT/OBL altogether and just have light defences. Maybe add a Silo for each team as well. Do you have the gmax file still?

The thing is, I never have time to finish a nice looking terrain lol. But here is one on a platter, so I might actually do the job for you.

Subject: Re: C&C_GrandCanyon
Posted by my486CPU on Fri, 02 Sep 2011 17:13:39 GMT

I think your map is far to good looking to just give up on and /crazfulla is offering to finish it for you. I really would like to see this map finished, its obvious that you put a lot of effort into it.

Also I agree with the light defenses.

Subject: Re: C&C_GrandCanyon
Posted by crazfulla on Sat, 03 Sep 2011 00:08:00 GMT
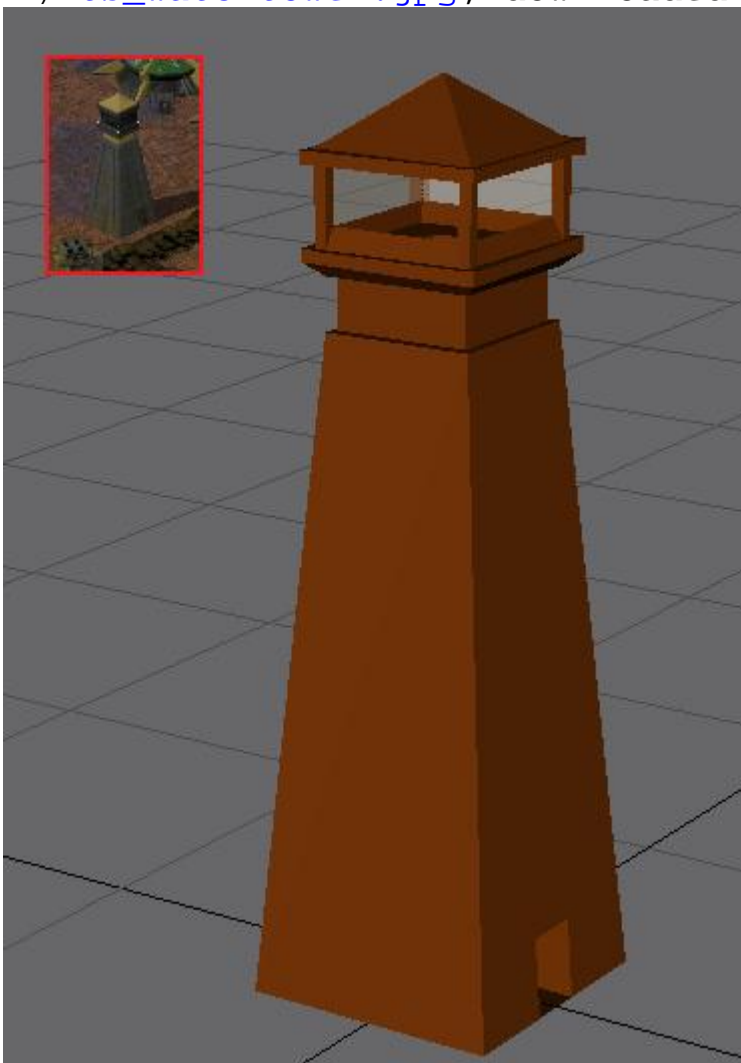View Forum Message <> Reply to Message

I was also thinking of renaming it to somethign like C&C_Desolation because of the geographical contradiction. IE, the name "Grand Canyon" suggests it is set in America but then the sign on the bridge says it is near Edinburgh which, needless to say, is in England.

Subject: Re: C&C_GrandCanyon
Posted by crazfulla on Sat, 03 Sep 2011 05:23:35 GMT
View Forum Message <> Reply to Message

I was also thinking of using this, if someone can texture it for me.

```
File Attachments
1) ts_watchtower.rar, downloaded 229 times
2) ts_watchtower.jpg, downloaded 1212 times
```

Subject: Re: C&C_GrandCanyon
Posted by NACHO-ARG on Sat, 03 Sep 2011 19:43:04 GMT
View Forum Message <> Reply to Message

i cant try to texture it but cant open the gmax file, my renx crashes, can you export it as w3d?

Subject: Re: C&C_GrandCanyon
Posted by Taz on Sat, 03 Sep 2011 20:01:38 GMT
View Forum Message <> Reply to Message

Here are the max files.

They are from the reborn version tho. I lost the renegade version, which was slightly more advanced and had less bugs.

All maps are in 3d max format

http://www.mediafire.com/?uisv91v97uu5a9c

Subject: Re: C&C_GrandCanyon
Posted by crazfulla on Sat, 03 Sep 2011 21:19:04 GMT
View Forum Message <> Reply to Message

max format is no good to me as I only have gmax D:

Subject: Re: C&C_GrandCanyon
Posted by crazfulla on Sat, 03 Sep 2011 22:20:42 GMT
View Forum Message <> Reply to Message

NACHO-ARG wrote on Sat, 03 September 2011 12:43i cant try to texture it but cant open the gmax file, my renx crashes, can you export it as w3d?
Have you tried merging it into another scene? opens fine for me.

Also since this is still a WIP perhaps someone could move this to the mod forum, as opposed to mod release.

File Attachments
1) tswt_w3d.rar, downloaded 173 times

Subject: Re: C&C_GrandCanyon
Posted by NACHO-ARG on Sat, 03 Sep 2011 22:52:04 GMT
View Forum Message <> Reply to Message

thanks, i will see what can i do

also blackwolf, dont know why you maded such stupid decition like leak reborn , but your map is the one i like most judging from what i have seen so far.

Subject: Re: C&C_GrandCanyon
Posted by crazfulla on Sun, 04 Sep 2011 00:03:03 GMT
View Forum Message <> Reply to Message

NACHO-ARG wrote on Sat, 03 September 2011 15:52
also blackwolf, dont know why you maded such stupid decition like leak reborn , but your map is the one i like most judging from what i have seen so far.
Reborn isn't coming out any time this century, so I don't see the harm.

Subject: Re: C&C_GrandCanyon
Posted by Taz on Sun, 04 Sep 2011 08:16:52 GMT
View Forum Message <> Reply to Message

Because i was the only active member along with r4z3r4125, and got kicked out. Just check out the activity now i'm gone. It's pretty much deaad. Eitherway, i wasn't planning on staying there for very long.

Ya need to get max 8 then.

Subject: Re: C&C_GrandCanyon
Posted by crazfulla on Sun, 04 Sep 2011 10:22:06 GMT
View Forum Message <> Reply to Message

I don't think you can anymore unless you're into warez so I will just have to get someone to convert them for me

---

Subject: Re: C&C_GrandCanyon
Posted by NACHO-ARG on Sun, 04 Sep 2011 10:53:40 GMT
View Forum Message <> Reply to Message

yep sorry guys i was talking about something that doesnt concern me.

Subject: Re: C&C_GrandCanyon
Posted by crazfulla on Mon, 12 Sep 2011 00:54:07 GMT
View Forum Message <> Reply to Message

Well I managed to secure 3dsmax8 and that map makes it lag like shit. Doubt I will be able to do anythign with it unless I buy a new computer.

Subject: Re: C&C_GrandCanyon
Posted by Gen_Blacky on Mon, 12 Sep 2011 02:20:33 GMT
View Forum Message <> Reply to Message

3ds max 8

http://www.pokemonca.net/rh/index.php?load=Downloads

Subject: Re: C&C_GrandCanyon
Posted by Taz on Mon, 12 Sep 2011 08:07:30 GMT
View Forum Message <> Reply to Message

What are your computer specs? There are ways to speed max8 up.

Subject: Re: C&C_GrandCanyon
Posted by crazfulla on Tue, 13 Sep 2011 05:13:20 GMT
View Forum Message <> Reply to Message

I am more concerned about making my own maps at the moment, I have plenty of ideas and not enough time to make them. Maybe someone else can pickup the torch on this one.

Subject: Re: C&C_GrandCanyon
Posted by Gen_Blacky on Tue, 13 Sep 2011 05:34:17 GMT
View Forum Message <> Reply to Message

@Taz do you still have all the textures for these maps. Upload them if you do.

TS_Cliffs folder is empty.

Subject: Re: C&C_GrandCanyon
Posted by Taz on Tue, 13 Sep 2011 07:19:50 GMT
View Forum Message <> Reply to Message

Use XCC mixer or RenegadeEx to extract the textures from the mix.

Subject: Re: C&C_GrandCanyon
Posted by roszek on Tue, 13 Sep 2011 11:41:07 GMT
View Forum Message <> Reply to Message

@Gen Blacky, I'm just curious are you going to be picking up said torch?

Subject: Re: C&C_GrandCanyon
Posted by iRANian on Tue, 13 Sep 2011 11:48:04 GMT
View Forum Message <> Reply to Message

HES GONNA HELP ME WITH GDISLANDS FIRST

Subject: Re: C&C_GrandCanyon
Posted by roszek on Tue, 13 Sep 2011 11:55:40 GMT
View Forum Message <> Reply to Message

iRANian wrote on Tue, 13 September 2011 04:48HES GONNA HELP ME WITH GDISLANDS
FIRST

NOOOO,,, Grand_Canyon should be first xP.

Subject: Re: C&C_GrandCanyon
Posted by Gen_Blacky on Tue, 13 Sep 2011 14:20:26 GMT
View Forum Message <> Reply to Message

Taz wrote on Tue, 13 September 2011 00:19Use XCC mixer or RenegadeEx to extract the
textures from the mix.

I don't have any of the map .mix files!

Subject: Re: C&C_GrandCanyon
Posted by Taz on Tue, 13 Sep 2011 14:35:50 GMT
View Forum Message <> Reply to Message

http://www.mediafire.com/?ey2sea8803uee83

I just imported it into Leveledit again, it does require some fixing though. Lots of objects are gone.