
Subject: Looking for help from a mapper

Posted by [jonwil](#) on Tue, 15 Jul 2014 08:56:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am looking for someone who can produce a map (the terrain for one at least). This terrain should contain 2 meshes. It should contain a flat ground plane with bog standard texture settings (i.e. nothing special) and it should contain the mesh MNOBL^001 from the standard multiplayer Nod obelisk. The obelisk piece should have the same texture/material/shader/etc settings as it does on maps like C&C_MetroTS

It should not contain any other meshes (including other parts of the obelisk)

This test map will be used to test the fog glitching reported by dblaney1, having it will make it easier to test the fog issues without having to wade through a whole pile of other meshes.

Subject: Re: Looking for help from a mapper

Posted by [zunnie](#) on Tue, 15 Jul 2014 09:32:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here something really simple, it has a groundmesh around the Obelisk part you can walk on with a stock Renegade wood texture on it.

File Attachments

1) [jonobi.zip](#), downloaded 212 times
