
Subject: C&C_DesertTunnels Released
Posted by [Lynqoid](#) on Wed, 12 Nov 2003 01:43:44 GMT
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I create skins and maps for <http://www.td-rp.co.uk> clan and here is the latest my i am making and going to release

http://www.td-rp.co.uk/files/C&C_DesertTunnels.zip

if the images dont work, they will do soon

Subject: C&C_DesertTunnels Released
Posted by [gendres](#) on Wed, 12 Nov 2003 15:41:56 GMT
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there are lots of places where many polygons are being wasted. E.g. In the last picture, the cylinder thing...

Subject: C&C_DesertTunnels Released
Posted by [--oo00o00oo--](#) on Wed, 12 Nov 2003 16:04:39 GMT
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i think u should reduce the amount of times u repeat that texture over the terrain.

Subject: :)
Posted by [Lynqoid](#) on Wed, 12 Nov 2003 17:45:58 GMT
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thanx for the tips , im on to it

Subject: C&C_DesertTunnels Released
Posted by [TheMouse](#) on Wed, 12 Nov 2003 17:46:22 GMT
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The bridge needs work. Other than that, cool map.

Subject: C&C_DesertTunnels Released
Posted by [gendres](#) on Wed, 12 Nov 2003 23:41:05 GMT
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also, Alpha Blending is always your friend

Subject: :(
Posted by [Lynqoid](#) on Thu, 13 Nov 2003 00:54:28 GMT
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alpha blending never works for me :S, it just does a green piece of desert or blue depending on what colour i choose in vertex paint

Subject: C&C_DesertTunnels Released
Posted by [gendres](#) on Thu, 13 Nov 2003 15:05:20 GMT
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Well that's the problem, you need to use black. The Alpha Blended textures will appear blended only in W3D viewer or in the game, but not in gmax.

Subject: !!!!1
Posted by [Lynqoid](#) on Thu, 13 Nov 2003 16:00:18 GMT
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thats why then he he, thanx gendres

Subject: C&C_DesertTunnels Released
Posted by [pulverizer](#) on Fri, 14 Nov 2003 16:58:04 GMT
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looks nice, but it looks like the building interiors are a bit...ehh.. messed up or something. because you can see some interior parts outside.

Subject: !
Posted by [Lynqoid](#) on Fri, 14 Nov 2003 18:58:29 GMT
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i dunno whats going on with that, it looks like that in level edit from far away but it looks fine in renegade :S

thanx for pointing out though slayer

Subject: C&C_DesertTunnels Released

Posted by [Triggerhappy](#) on Tue, 18 Nov 2003 23:00:16 GMT

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How do you get a map to work with the renegade editor, i am trying to make maps for a mod that i want to make called "when civilians attack" and i can't load the terrain when i export it with W3d, could you tell me what im doing wrong.

Subject: !

Posted by [Lynqoid](#) on Tue, 18 Nov 2003 23:54:04 GMT

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the problem i used to get (which slayer helped me with)
was the characters in the name of ur w3d might be to long for example i had

C&C_TDRP-Tunnels.w3d which was to long, so if ur map is named when civilians attack call it something like WCA.w3d

if it isnt ur problem then checkout <http://www.renhelp.co.uk> tutorial on map making

Subject: C&C_DesertTunnels Released

Posted by [Triggerhappy](#) on Wed, 19 Nov 2003 00:48:50 GMT

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thanks ill try that

Subject: C&C_DesertTunnels Released

Posted by [spreegem](#) on Fri, 21 Nov 2003 21:24:43 GMT

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Could I put it on my site?

Subject: !

Posted by [Lynqoid](#) on Fri, 21 Nov 2003 22:02:42 GMT

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sure you can , what is ur site so i can check it out

Subject: C&C_DesertTunnels Released

Posted by [spreegem](#) on Sat, 22 Nov 2003 01:37:51 GMT

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<http://egames.servegame.com/> that is my site, I don't have to much on it right now, but I am trying to get more.
