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Subject: Cydonia Mars Map. pics etc.

Posted by [Blazea58](#) on Fri, 01 Oct 2004 03:39:04 GMT

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I worked alot more on the map recently, and worked out my Level edit problem somewhat. I now have a fairly decent beta of the map, with low gravity vehicles. The gravity is set to 0.80, instead of 2.25, so there is a huge difference now when you drive. Infantry is set to jump normally for now though.

I plan on having the final version with the lowest visibility i can create, because on mars there is so many dust storms going on that, you usually cant see very far. Right now its set so you can see 200 meters with the fog, but i want it more like 50 when im done with it lol.

I still also need to add tons of boulders, as my fps is doing fine even as is, with the background of the map being 5 times larger then the actual play area, there isn't much fps dropping yet. So i plan on shortening the distance to a mear 150-200 metres, and having lots of fog, and Tons and tons of rocks and boulders.

Anyways, if you would like to try the beta of it, umm i gotta find a place to upload it lol, otherwise you can page me on Aim (Blazea58) and i can send it to you from there.

Here is a shot from my earlier test with lots of visibility. Just shows more distance.

Burning out on the sand, due to low gravity.

Hoss was having fun jumping out of vehicles in mid air.

Just me doing a Phat endo

Good view

The sad ending.

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