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Subject: Renegade Alert: Tweek's Mappack  
Posted by [Jorge](#) on Mon, 18 Oct 2004 03:02:38 GMT  
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I agree with some of your points, like the invisible barriers around the water and the snow capped tree's on the temperate maps and the tree backdrops, but here are somethings I either need explanation on or I don't agree with.

AircraftkillerSeveral levels are just nonsensical.  
Explain.

AircraftkillerThe designs need more of a sense of direction. They lack intelligible landmarks that allow you to figure out where you're headed to.  
Use the compass, thats what its there for. If you start in the Northeast corner of the map, logically, head Southwest and you have a large chance of finding the enemy. RA\_Stormy\_Valley, RA\_Alpine\_Lake, RA\_Pacific\_Threat, RA\_Final\_Barriacde and RA\_Allied\_Assualt all have bases in sight of one another, or just nearly out of sight. RA\_Ivory\_Wastelands is a very large map and is meant to be dark and have limited vision, as well it's reproduced from its RA counterpart. RA\_Assualt\_Seamist is basically a symetrical map, so if you cannot find the enemy base, you are either blind or dumb.

Quote:The bases are almost always too large. Red Alert structure placement was within two cells for a reason - if they are spaced too far apart, infantry and vehicles have a really long response time in dealing with threats to the base. I shouldn't have to take a minute to get from one side of the base to the other in every game level.

Then kill the enemy before he gets there! Most of these maps are very large, and gives you plenty of time to counter the enemy before they even reach the base. The base on Alpine Lake is barely, if not the exact same size, as the one on Shallow Grave in terms of area of its main structures. Its walls cover a large area, as its their purpose, to defend alot of ground. And that whole minute-to-walk-across-base thing is a blatant exaggeration. At the very most, from Refinery to the War Factory on Alpine Lake, which has the largest base area , is 15-20 seconds, and much less if you are in a vehicle. Ivory Wastelands also has a large base, but a heavily defended one, and along with that there is a Construction Yard, and the fact that it is a large map, giving you more than ample time to counter any rush before it gets close to your base, it becomes fairly simple to defend your base from threats.

m1a1\_abramsOn one of the maps the Allies have three separate bases, which will be really hard to defend... and giving the Soviets three Tesla Coils in close proximity to each other is just crazy. The Soviets lose those Coils by Scripted Longbow strikes. The Coil closest to the Allied Barracks dies after 5, and can be prevented by the destruction of the Allied Barracks/Radar outpost, the Coil closest the War Factory/Service Depot outpost dies after 10 mins, and can be prevented by destruction of the War Factory outpost. The third is destroyed after 15 minutes, and is prevented by the destruction of the Refinery/Silo Outpost.

The Allies have thick defenses for all of their outposts, and because they lack V2's, they can be more difficult than you would realize to kill with Heavy/Mammoths, along with the Pillboxes that make short work of any infantry, makes them hard to break through, which should give you plenty

of time to reach them. And .9935 Defenses become smarter, and the Turrets will attack the feet of soldiers (according to AK) so it will take away that weakness the turrets have right now of being literally defenseless against Infantry.

NaamlosThe terrain ends too fast, you can see the map borders everywhere.

Rephrase that, the way it's worded doesn't stick out to me. Are you saying that the map borders are too close in or too far out? The only map that the map border I say is too far out is Pacific threat, because you can see the edge of the map, but that is the only one. I don't see any reason as to why they would be too far in, so what exactly did you mean on that one?

NaamloosThere is a AP mine inside one of the civ buildings on <forgot map name>

That's because there are mines laid throughout the map. Both AP and AT. If you notice that is a dirt floor, so it doesn't mean it's unnatural for people to plan mines in there as a surprise for their enemy.

What do I like about these maps?

I love the way the Transport brings the Allied reinforcements in. Tweek did a great job with making it appear a Transport brought the units in without it actually doing so.

Final Barricade, the Longbows are a great touch. Kudos to Bigwig992 for that.

Good job on the Naval Map, a lot of room, probably bring out a much more enjoyable Naval experience than Shallow Grave (which isn't a bad map, but it isn't a very good one for a Navy).

All the other maps I hope will be balanced and enjoyable with a large server (If Crimson would be nice enough to host a fanmap server with these maps \*cough\*\*cough\*)

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