
Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Titan1x77](#) on Sat, 31 Dec 2005 19:29:50 GMT
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Naamloos wrote on Sat, 31 December 2005 10:29:Ok, then I got an UV map. But I still don't know shit about photo shop

Fine. I will make new walls, but don't expect them to have perfect textures.

And VIS won't work because of my map's layout, and even if it did it takes too much time. I already fixed the FPS 'lag' by removing the snow and 98% of the fog.

Fog has 0 impact on performance...you can put this back on.

The snow had very little impact on this map....I tested it out and i had an avg of 30 FPS...im betting without snow I'll have 35 or so

Why wouldn't VIS work? You can surely have VIS no matter what the layout is....but if you are adding flying units then, Yes it would take a long time (about 24 hours for it to generate) but it's worth it for a good map.

so question is is this map good enough? It's large, very large... but you could do a few things to make up for it.

Landmarks to help people not get lost the 1st couple of times they play....odd shaped rocks, some dead trees in different locations,etc..

Tunnels, since this map is so large place a tunnel in a straight line from GDI to Nod's base. Then work in some angles,and extend it off into other areas.

Those teleporters will take awhile to run to...and about them dont place ped's for where they land. People can get stuck and if i buy a buggy and head to a ped i can leave it there while sniping and someone in a med tank could end up getting stuck in it losing there vehicle.....and also about that, place you destination point about 3 meters above where you want them to land, this prevents people from getting stuck together.

Infantry need more cover, small rocks will do the trick, but you can get more creative if you'd like....with flying vehicles this will only be worse for infantry.

Overall the feel of the map was pretty good, Stealth tanks will be hard to find....try to bottleneck the entrances before the range of the AGT and OB.

Not a bad start but if you really want a good map, you need to progress it along alot more.
