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Subject: Re: Busy on a new map. Good idea?  
Posted by [Halo38](#) on Sat, 23 Sep 2006 19:39:48 GMT  
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-IC-sniper7 wrote on Sat, 23 September 2006 09:11 The water will not be accesable meaning the only acces to other islands is thru teleports

if you have any suggestions/ideas/tips then feel free to post

I wouldn't recommend the use of teleporters on a map you plan to be added to any of the big servers rotations, getting stuck in other players isn't all that fun

If you really don't want to make bridges, you could modify the ren vechiles to look like amphibious versions of what they are make a vechile blocker just below the water so your new vechiles will appear to float and if infantry get out they will sink. put a damage zone just below the vehicle blocker extending down to the sea bed, so you can damage and eventually kill troops that sink don't make the sea bed too much of a fall (more than a 20 meter fall will kill troops) and it's far much fun to allow them to slowly drown (simulating slow drowning - I think there is a script that can simulate the look of being underwater used in Ren Alert)

ofcourse with this meathod drivers can't get out of their tanks to repair them so you might have to make little islands for them to stop on to repair themselves without driving all the way back to base.

Imagine a medium tank with floats, ofcourse you could still keep the original tank tracks if you don't want to do too much extra work so that it could move from the island to the water, Easist way is just to add graphical changes to the model without skinning the floats to the bones.

This may inspire my next "map making - inspiration thread" entry ty

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