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Subject: C&C FieldTS

Posted by [Aircraftkiller](#) on Thu, 20 Nov 2003 14:10:57 GMT

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I'm doing this in memory of Lynne, put my other projects for RenAlert on hold for her... She loved Field, her favorite level for Renegade that was made by Westwood Studios, so I figured I'd remake it... Since she usually loved the remakes I did.

This one is going to play a lot different than Field did.

Defense\Offense:

All the structures, as usual, have underground conduits attaching one base's structures together... With the exception of the Airstrip.

This is where the infiltrators will have fun. All the "footblockers" that people like to "wallhop" over are gone, so you can run into the Refinery or the Infantry Barracks (Four doors, remember?) and either destroy that building... Or go for the gusto and take out the Advanced Guard Tower or the Obelisk of Light.

No longer will it be "Who can camp the most to win?" but "Who can support their tanks while soldiers try to effectively take out enemy structures?"

The only structure that isn't connected, because it isn't possible, is the Nod Airstrip. This is an advantage in a sense... You can't lose your Airstrip to a conduit attack.

Various graphical improvements have been made... Usual Refinery\AGT\WF\Barracks\Hand\Airstrip texture improvements, ground textures\mountain textures are different and are tiled better, so a pebble on the ground isn't twice the size of your head... River was fixed up a bit, bunkers were changed slightly, waterfall has mist flowing around it when it slams into the river, plus spray coming off of it where the water falls down...

The textures are more defined, so you can actually see the roads that make up Field, instead of everything looking almost the same.

No more ghey spawn point in the Hand of Nod, either!

GDI Infantry Barracks has bunk beds in it, on the second floor, with a GDI logo on the blankets...

Might be done within a day or two...

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