
Subject: Aircraft Killer, and Map packs.

Posted by [KIRBY098](#) on Mon, 26 Apr 2004 16:32:29 GMT

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I was excited to see the possibility of map pack upgrades via Rengaurd.

Please implement this feature.

My only real point here is I know how Jonathan feels about his work being lumped into packs and mass distributed.

Considering that his maps are without equal, the logic follows that those maps will be the choice levels to implement in any upgrade. Will we be able to look forward to them in distribution via Rengaurd, and if so, will Renalert also be available via Rengaurd?

Subject: Aircraft Killer, and Map packs.

Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 16:50:26 GMT

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I don't care if they put my work into RG -- that's why I was asked to join BHS. I just don't want shitty work in it, and that includes a lot of my older stuff before 2003.

I already had a large discussion with BHS about it, some stubbornly insisting that we allow Tropics in (God I hate that level, it looks bad and plays bad at the same time) because they enjoy the gameplay. If I had created it properly, yeah, I could see their point. The gameplay sucks on it, to me, and I don't want it used.

I can't comment on the specifics of how "map packs" are going to work, and I'm not sure if RA will be linked to for download either. It's best to let mac tell you about that stuff.

Subject: Aircraft Killer, and Map packs.

Posted by [Blazer](#) on Mon, 26 Apr 2004 16:54:07 GMT

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I dont think we have nailed down the details yet, but I think the general idea is BHS will create several BHS versions of maps, some of these may be totally new maps, and some may be reworked versions of the original maps, like "C&C-BHS_UnderTS.mix" (Just an example, don't quote me on that). These new maps will not only have bugfixes but also feature enhancements that will be solidified once its talked about enough in this forum.

Subject: Aircraft Killer, and Map packs.

Posted by [Crimson](#) on Mon, 26 Apr 2004 19:04:36 GMT

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If you visit RenGuard.com, you'll notice that a section is in the works for Game Developers... level designers, texture artists, scripters, etc... we are in the process of providing a way for developers to reach a larger audience for their work through RenGuard. We already have quite a kickoff planned.

Subject: Aircraft Killer, and Map packs.

Posted by [U927](#) on Mon, 26 Apr 2004 19:49:57 GMT

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Blazerand some may be reworked versions of the original maps, like "C&C-BHS_UnderTS.mix" (Just an example, don't quote me on that).

OMG TEH QUOTE.

Subject: Aircraft Killer, and Map packs.

Posted by [xptek_disabled](#) on Mon, 26 Apr 2004 21:41:32 GMT

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I honestly wouldn't like to see tropics included. The map turns into a "GDI MRLS the obelisk to win" game. It's not much fun and generally leads to long, drawn out games with not much action.
