
Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [Aircraftkiller](#) on Thu, 29 Apr 2004 00:19:00 GMT

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The Soviets have a small base set up in a remote region of Norway. It's an Oil Pump station, equipped with four Oil Pumps, a Barracks, and a Power Plant to run it all. It supplies most of the northern front of the Soviet Army with motor oil and gasoline.

The Allies recently learned of its location and have deployed a MCV via a Naval Transport, building a base large enough to produce a fighting force to take down the Oil Pump station.

Your job, as a Soviet soldier, is to defend that Oil Pump station with your life. You are unable to attack the Allied base due to heavy Pillbox defenses and Turret fire. You must keep the station secure until a MCV convoy reinforcement can arrive to fortify your location. You have 20 minutes to keep the station secure.

Your job as an Allied soldier is to attack and destroy all four Oil Pumps using whatever means available to you. You will be initially given two Rangers and a small base to operate from. You are only reinforced with Rifle Soldiers, Medics, Rocket Soldiers, Technicians, Engineers, and Officers. You have 20 minutes to destroy the Oil Pump station before Soviet reinforcements arrive. Our base has no chance of surviving the reinforcements that are headed in our direction, so we must act quickly, destroy the Oil Pumps, pack up the structures and undeploy our MCV to evacuate the area.

Soviets cannot score any points. Only the Allies can score points. If the Allies destroy all four Oil Pumps, the game ends and the Allies win. If 20 minutes passes, the game ends and the Soviets win.

The level still needs more foliage detail, but other than that it's pretty much complete and ready to go.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [maytridy](#) on Thu, 29 Apr 2004 00:32:14 GMT

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To tell you the truth, it's really not all that appealing. Quite bland. Could you just take some leverage from Red Alert and make the maps a little bit better to suit Ren Alert, instead of following Red Alert so closely?

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [Aircraftkiller](#) on Thu, 29 Apr 2004 00:36:56 GMT

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I'm making it to look like real terrain. You know, if you step outside your front door, you immediately notice that you aren't always inside of a big mountain canyon with no way out of it.

That's the general idea behind "Red Alert taking place in Europe." Unless you believe Europe was a mountain valley with no way to Russia or any other landmass.

While you may not like it, others do. And saying "well it's bland" isn't telling me anything beyond "I'm mad that you called me out on being a liar, so I need some way to get back at you."

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)
Posted by [xptek_disabled](#) on Thu, 29 Apr 2004 00:51:12 GMT

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Wow, looks good. Love the snow texture.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)
Posted by [Nodbugger](#) on Thu, 29 Apr 2004 00:51:20 GMT

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i think he is talking about the flatness. It needs mounds and rocks and rolling hills and all that stuff. And if it is Russia throw some abandoned builds and extremely thick forests.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)
Posted by [Aircraftkiller](#) on Thu, 29 Apr 2004 00:55:07 GMT

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I said it was Norway, not Russia. :rolleyes:

The snow texture is actually two textures detail blended together.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)
Posted by [Spice](#) on Thu, 29 Apr 2004 01:06:08 GMT

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Thats a nice look for snow. The renalert maps are fine. They seem kinda all alike though. It doesnt matter though , they play great. Open places for battle , good places for ambuses and not to mention the nice brush for infantry to hind in. They are fun in alot more ways than not.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [Nodbugger](#) on Thu, 29 Apr 2004 01:09:57 GMT

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AircraftkillerI said it was Norway, not Russia. :rolleyes:

The snow texture is actually two textures detail blended together.

norway wasn't that much different from russia. Well atleast the dense forests apply here.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [pulverizer](#) on Thu, 29 Apr 2004 09:29:41 GMT

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great work ack. At last, an assault map

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [TnTANDY](#) on Thu, 29 Apr 2004 09:35:40 GMT

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Nice work

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [maytridy](#) on Thu, 29 Apr 2004 21:49:25 GMT

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Aircraftkiller"I'm mad that you called me out on being a liar, so I need some way to get back at you."

How the hell was that a way to get back at you? It wasn't even an insult or anything offensive. It was just my opinion\constructive criticism.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [Aircraftkiller](#) on Thu, 29 Apr 2004 22:32:31 GMT

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Saying it looks bland without saying why isn't constructive.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [maytridy](#) on Fri, 30 Apr 2004 00:08:57 GMT

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Well, it's rather obvious why it looks bland. Yes, it IS Russia, but you can have more than just some trees, hills, and a few other objects. First of all, there's nothing in the background, just grey. Second, you could add some better looking paved or gravel access roads, instead of a strip of alpha blended dirt. Third, from what I can see, the majority of the map is just an extruded box, edited a little to look more like terrain. Some more hills, terrain, or rock extrusions would look better.

Is that enough "why" for you?

P.S. I'm not insulting the map like you think I am. I'm only giving you my input on how you could improve these maps, which I must say aren't at the same level as some of your other maps.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [Aircraftkiller](#) on Fri, 30 Apr 2004 00:15:34 GMT

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Quote:First of all, there's nothing in the background, just grey.

Quote:The level still needs more foliage detail, but other than that it's pretty much complete and ready to go.

Quote:Second, you could add some better looking paved or gravel access roads, instead of a strip of alpha blended dirt.

<http://ra.afraid.org/images/ss/ssshot078.jpg>

Notice the almost exact similarity. That's what I was going for, not a gravel or paved road.

Quote: Third, from what I can see, the majority of the map is just an extruded box, edited a little to look more like terrain.

An extruded box would look like a box with another box coming out of it. This does not look like that.

It already has hills. The lighting isn't showing them correctly.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [maytridy](#) on Fri, 30 Apr 2004 00:20:54 GMT

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That picture link doesn't work.

I mean hills taller than 6-10 feet. Something much taller and/or steeper.

Quote:An extruded box would look like a box with another box coming out of it. This does not look like that.

That's why I said "edited a little to look more like terrain." An extruded box doesn't have to consist of two boxes. In this case, it's a plane, with what looks like an extruded box that was chamfered\smoothed, and modified with noise. It just doesn't look that "natural".

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [Aircraftkiller](#) on Fri, 30 Apr 2004 00:26:27 GMT

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None of those techniques were used. The only reason it looks unnatural is because of a lack of vegetation.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [maytridy](#) on Fri, 30 Apr 2004 00:28:52 GMT

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I don't care if those techniques were used, I never said they were. I just said that it looked like they were used. Now, if veggies will fix it, go add some veggies.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [Imdgr8one](#) on Fri, 30 Apr 2004 13:12:16 GMT

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Can the Allies shoot the pumps from their base?
