Subject: New Conquest Island screens
Posted by Anonymous on Tue, 01 Oct 2002 19:31:00 GMT
View Forum Message <> Reply to Message

http://mods.cncrenegade.c om/somerhino/cibeta.htmlI know about the low fps, but I've now fixed that problem. I forgot to rebuild the dynamic culling system, and now it runs fine. [October 01, 2002, 19:31: Message edited by: SomeRhino]

Subject: New Conquest Island screens
Posted by Anonymous on Tue, 01 Oct 2002 20:44:00 GMT
View Forum Message <> Reply to Message

i have a question: How did u make the radar desactivated when the comunication center get destroy?a special script? Default stuff when the communication center is destroyed?And also Cool map   [October 01, 2002, 20:45: Message edited by: Francois]

Subject: New Conquest Island screens
Posted by Anonymous on Tue, 01 Oct 2002 22:01:00 GMT
View Forum Message <> Reply to Message

Good job.

Subject: New Conquest Island screens
Posted by Anonymous on Wed, 02 Oct 2002 07:44:00 GMT
View Forum Message <> Reply to Message

Yeah that was a fun beta test after that we went to one of the testers servers and party on Carnage CLub Xtreme

Subject: New Conquest Island screens
Posted by Anonymous on Wed, 02 Oct 2002 07:47:00 GMT
View Forum Message <> Reply to Message

Map looks great, put some small rocks on the beach. beach needs something.

Subject: New Conquest Island screens
Posted by Anonymous on Wed, 02 Oct 2002 07:56:00 GMT
View Forum Message <> Reply to Message

lol thats exactly what I told Somerhino Hey somerhino... will you have a second beta test? I

thought I heard you mention it in the first. [October 02, 2002, 07:56: Message edited by: satx007]

Subject: New Conquest Island screens
Posted by Anonymous on Wed, 02 Oct 2002 08:43:00 GMT
View Forum Message <> Reply to Message

Subject: New Conquest Island screens
Posted by Anonymous on Wed, 02 Oct 2002 09:35:00 GMT
View Forum Message <> Reply to Message

I take it you like the screenies?

Subject: New Conquest Island screens
Posted by Anonymous on Wed, 02 Oct 2002 09:47:00 GMT
View Forum Message <> Reply to Message

It needs a lot of work. The texture for the beach and mountains has no blending work whatsoever. You need a better texture for it and I would suggest scrapping both the Repair Facilities and Communications Centers you designed.The water texture is horrible at best. Try using something better for water, because for a nighttime map with the Moon in the sky, that water is way too bright.

Subject: New Conquest Island screens
Posted by Anonymous on Wed, 02 Oct 2002 14:23:00 GMT
View Forum Message <> Reply to Message

Francois The lose radar was already implemented into the comm center, I didn't have to work on it other than add a temp clone with the announcements.DeafWaspI know the beach needs something, and I've been trying to think of what I could add.satx007Yeah, I think I'll hold another beta test because of all that I'm having to change.ACKActually, most of the beach is sand blended onto the main dirt tex. I suppose you are right, it does look dull, so I'll tessalate and work from there. The new structures do need some work, but I won't scrap them because I've already put too much work into them, and I think alot of players like the idea. I'll also adjust the water. I put the emissive light too far up on it, so that is why it is so bright. Thanks for the comments .

Subject: New Conquest Island screens
Posted by Anonymous on Wed, 02 Oct 2002 17:56:00 GMT

Server is back up.

Subject: New Conquest Island screens
Posted by Anonymous on Wed, 02 Oct 2002 20:27:00 GMT

quote:Originally posted by SomeRhino:DeafWaspI know the beach needs something, and I've been trying to think of what I could add.Driftwood, Shells, Starfish, Destroyed Storm Battered Ships, Fred Durst.

Subject: New Conquest Island screens
Posted by Anonymous on Wed, 02 Oct 2002 21:00:00 GMT

Fred Durst. OMG!!! Haha. LOL. That IS funny. Sorry, I just had to laugh at that.

Subject: New Conquest Island screens
Posted by Anonymous on Wed, 02 Oct 2002 23:15:00 GMT

When will you be relasing Conquest Island? Looks like a fun map. I really want to climb the plam trees and through cocoanuts at people!   Good job so far.Triforce

---

Subject: New Conquest Island screens
Posted by Anonymous on Thu, 03 Oct 2002 10:17:00 GMT

quote:Originally posted by steggyd:Fred Durst. OMG!!! Haha. LOL. That IS funny. Sorry, I just had to laugh at that.   well it was a joke you sock chewer.

Subject: New Conquest Island screens
Posted by Anonymous on Thu, 03 Oct 2002 11:13:00 GMT

quote:Originally posted by DeafWasp: quote:Originally posted by steggyd:Fred Durst. OMG!!! Haha. LOL. That IS funny. Sorry, I just had to laugh at that.   well it was a joke you sock chewer.I know it is a joke. That's what I am laughing at. Sock chewer? Anyways, now I take it back that I laugh at your joke, cause you call me a sock chewer. Now I shall lock myself in a closet and cry.

Subject: New Conquest Island screens
Posted by Anonymous on Thu, 03 Oct 2002 11:22:00 GMT
View Forum Message <> Reply to Message

no no, sock chewer is a good thing, like saying "cool guy".

Subject: New Conquest Island screens
Posted by Anonymous on Thu, 03 Oct 2002 15:21:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Triforce:When will you be relasing Conquest Island? Looks like a fun map. I really want to climb the plam trees and through cocoanuts at people!   Good job so far.TriforceIt'll be available when I'm done. Hopefully by next week if all goes well.

Subject: New Conquest Island screens
Posted by Anonymous on Thu, 03 Oct 2002 18:12:00 GMT
View Forum Message <> Reply to Message

the map is fun, needed a little more eyecandy, but i think that you have about got it, and the rocks in the base rock.