
Subject: Been a while since any new map came out...
Posted by [Alkaline](#) on Fri, 07 Jan 2005 12:06:17 GMT
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well hows it going mappers...
anyone working on something new by any chance?

Subject: Been a while since any new map came out...
Posted by [Spice](#) on Fri, 07 Jan 2005 19:26:05 GMT
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I've been working on new carange club map.

I know blazea58 is making a HUGE city map.
Link

Slash0x is making a small mod of his own in PKG format.

Titan1x77 is working on a new KOTH map aswell.

There should be some promising maps coming out soon.

Subject: Been a while since any new map came out...
Posted by [icedog90](#) on Fri, 07 Jan 2005 20:29:20 GMT
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Exdeath's and Blazea's levels are going to be wonderful, you just wait.

Subject: Been a while since any new map came out...
Posted by [Doitle](#) on Fri, 07 Jan 2005 20:30:11 GMT
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Blazea is a maniac... I can't comprehend how much he has done on that map. It defies the laws of modding!

Subject: Been a while since any new map came out...
Posted by [Jecht](#) on Fri, 07 Jan 2005 20:49:14 GMT
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blazea does great work. I believe hes working on a GTA style city type map wasnt he?

Subject: Been a while since any new map came out...
Posted by [Jaspah](#) on Fri, 07 Jan 2005 21:08:43 GMT
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Blazea's map is amazing. I look forward to playing it when he finishes it. Just hope he don't rush it.

Subject: Been a while since any new map came out...
Posted by [Spice](#) on Fri, 07 Jan 2005 21:20:04 GMT
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j4S[p]Blazea's map is amazing. I look forward to playing it when he finishes it. Just hope he don't rush it.

Hehe He had taken 2 weeks to make over 256 Textures for it. He diffenitly isn't going to rush it.

Subject: Been a while since any new map came out...
Posted by [vloktboky](#) on Fri, 07 Jan 2005 21:42:41 GMT
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Four people. Don't overdo it now.

Subject: Been a while since any new map came out...
Posted by [icedog90](#) on Fri, 07 Jan 2005 21:55:37 GMT
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Kind of makes me feel bad... I have a lot of experience with levels now, but I've only made levels inside SWMOD. I still have yet to release an awesome level for the community, and I'm not sure if I'll ever do that.

Subject: Been a while since any new map came out...
Posted by [glyde51](#) on Fri, 07 Jan 2005 22:30:28 GMT
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:(that's so sad...

On the other hand, blazea has done some great work XD

Subject: Been a while since any new map came out...
Posted by [tooncy](#) on Sat, 08 Jan 2005 00:09:11 GMT
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If he still has the max file, can't he import it into HL2?

Subject: Been a while since any new map came out...
Posted by [YSLMuffins](#) on Sat, 08 Jan 2005 01:58:34 GMT
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Purged.

Subject: Been a while since any new map came out...
Posted by [icedog90](#) on Sat, 08 Jan 2005 03:45:18 GMT
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tooncyIf he still has the max file, can't he import it into HL2?

Sadly, not really.

Subject: Been a while since any new map came out...
Posted by [Blazea58](#) on Sat, 08 Jan 2005 11:44:10 GMT
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Thanks for all the compliments, i never knew people thought of me as a good mapper/modeler, i just do my own thing and wonder off into the world of different possibilities.

I never really liked Cnc style all out war as to why i started such a huge map like this. This is supposed to be something similar to Gta San Andreas, in the sense that almost every model i have done is made to be like the ones in the game, and the textures on the other hand are not exact but all the signs i have tried to create on my own simulating the same look as it does in the game also.

Everything is low in polygon, but thats because the actual map itself is 2000 metres square, and has sidewalks with intersections that are either 3 way or 4. There is atleast 30 intersections, and the roads if they were sraight would run over 10,000 metres.

There is sitll quite a bit of work to do, as to why i kept this at the modding forums, which has the least traffic there. Either way, im fully confident and i know this map will get finished.

Exdeath will be helping out with the Level edit, and he has already boned a ton of extra vehicles to add to the map. Icedog will be adding noise, and other great effects to the water, so the terrain wont look repetative.

Well that about sums it up. I do plan to have a beta within next week, its the textures alone that i never thought i would ever need to make from scracth. (Blame internet for charging 500\$ for 150 textures)

Here are a few pics of the latest textured things.

This itself is the map design. This is an earlier picture when i had no buildings on it, but either way it has no textures, as to why i was keeping alot of it under wraps for a while, but atleast you can see the layout this way.

Subject: Been a while since any new map came out...
Posted by [sniper12345](#) on Sat, 08 Jan 2005 13:45:09 GMT
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What would the gameplay be like?

Subject: Been a while since any new map came out...
Posted by [Dishman](#) on Sun, 09 Jan 2005 01:09:08 GMT
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Nice, blazea.

I started a huge city map a looong time back, got the layout and a few models done then got sucked into my flash artwork. It's good to see someone else had the same idea!

I might reinstall Renegade for a bit when these maps are released, just to run around them and see what it's like to see somethin that's never been finished, and somethin that i've wanted to work on before.

Subject: Been a while since any new map came out...
Posted by [Jecht](#) on Sun, 09 Jan 2005 06:58:00 GMT
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That pwns so hard....

Subject: Been a while since any new map came out...
Posted by [Naamloos](#) on Sun, 09 Jan 2005 17:01:13 GMT
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Damn that's big

But yea, what will the gameplay be like? I do hope it won't be another RPG or racing map.

More like a big war in that city or something, lol :rolleyes:

Edit: will all structures have interiors to?

Subject: Been a while since any new map came out...
Posted by [rm5248](#) on Sun, 09 Jan 2005 17:39:02 GMT
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Isn't that going to have an insanely high poly count though?

Subject: Been a while since any new map came out...
Posted by [icedog90](#) on Sun, 09 Jan 2005 18:08:35 GMT
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His polycount is at 4000. If you think that's high, I have a good running level that is 60,000 polygons.

Subject: Been a while since any new map came out...
Posted by [Blazea58](#) on Mon, 10 Jan 2005 04:56:23 GMT
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icedog90His polycount is at 4000. If you think that's high, I have a good running level that is 60,000 polygons.

Nah this new hotel/casino, is at 2500 with everything. The actual map polygon count sits at 18,000 right now, and there is still plenty i can do in terms of adding details.

Subject: Been a while since any new map came out...
Posted by [icedog90](#) on Mon, 10 Jan 2005 06:15:19 GMT
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You told me it was 4,000. I guess you were meaning one part of the city.

Subject: Been a while since any new map came out...

Posted by [Doitle](#) on Mon, 10 Jan 2005 13:37:27 GMT

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Dude! Just make it be a turf war and have Ballas, Vagos, Aztecas, and Grove and have them each spawn in a different part of the city run around shooting each other. If you need some gang warfare weapons I can help ya. I've ended up making so many 3d uzis they've become boring. I always lose my old model...

Subject: Been a while since any new map came out...

Posted by [icedog90](#) on Mon, 10 Jan 2005 22:56:53 GMT

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My best bet is to contact him on AIM.

Subject: Been a while since any new map came out...

Posted by [Alkaline](#) on Tue, 11 Jan 2005 06:48:57 GMT

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ok this is nice but I'll take some smaller maps even...
