Subject: Map Release
Posted by Oblivion165 on Sun, 20 Mar 2005 05:47:56 GMT
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http://www.file.oblivionabre.com/snip_isle.zip

Two islands in the middle of the ocean, no connections to each other, and you snipe across the ocean. Since they are mix's i couldnt remove the other characters, but buy the snipers.

EDIT: There will be a update soon, i forgot one of the most important things. Enviroment sounds. Never heard of a silent ocean :/

And ill make something with the PT's, since that seems to be a common fally with some of you guys.

LevelEdit Pic

Subject: Map Release
Posted by IRON FART on Sun, 20 Mar 2005 05:51:21 GMT
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I'll test with you.

I'm on GSA right now if you want, you can just PM me.

Subject: Map Release
Posted by Oblivion165 on Sun, 20 Mar 2005 05:58:49 GMT
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Ok its on WOL as "Oblivions Testing room" at this point if you want to test, come on in. (4 P Max)

Subject: Map Release
Posted by Dave Anderson on Sun, 20 Mar 2005 07:02:22 GMT
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whats the map like?

Subject: Map Release
Posted by Oblivion165 on Sun, 20 Mar 2005 08:08:09 GMT

I ran it for an hour, but no one ever joined.

Subject: Map Release
Posted by IRON FART on Sun, 20 Mar 2005 09:06:36 GMT

Well I got Renegade working again, and I tested it in a LAN game.

It's a pretty nice map. The campfire is awesome. Especially on the Sniping_Weather map where you can see the enemy's fire.

I really like the layout and how it looks, but I could suggest some improvements.

-If the purchase terminals can be resized, resize them to fit those flags, so you can walk in between the flags.
-Sniping is not much fun without close range sniping. Perhaps adding in a small chain of islands and shallow water would help.
-If you are really adventurous, you should add a flowing water effect in between the two islands.

Subject: Map Release
Posted by danpaul88 on Sun, 20 Mar 2005 13:59:39 GMT

as far as i know purchase terminals cant be resized....unfortunatly....

Subject: Map Release
Posted by WNxCABAL on Sun, 20 Mar 2005 14:51:38 GMT

Very nice, sweet but simple!
And thats the way I oh-a-oh I like it oh-a-oh

I made a very nice SS:

Good Job!

Subject: Map Release
Posted by DarkDemin on Sun, 20 Mar 2005 14:53:21 GMT

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he can go into the editor and give the flags the PT quality though so it acts as a purchase terminal

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Subject: Map Release
Posted by Oblivion165 on Sun, 20 Mar 2005 16:57:48 GMT
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WNxCABALVery nice, sweet but simple!
And thats the way I oh-a-oh I like it oh-a-oh

I made a very nice SS:

Good Job!

Yeah i love watching that, when the lightning fills the sky behind the island. Looks very cool to me.

Subject: Map Release
Posted by WNxCABAL on Sun, 20 Mar 2005 18:35:04 GMT
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It would be cool if a model like this one could be added to the map...

Subject: Map Release
Posted by Oblivion165 on Mon, 21 Mar 2005 01:50:52 GMT
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If you had it textured and ready to go i would probably add it. It it looks alright anyway.

Subject: Map Release
Posted by WNxCABAL on Mon, 21 Mar 2005 08:47:19 GMT
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Its not my model, but I'm sure I could try and "re-make" it