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Subject: CP 2 Maps (again =D)  
Posted by [RTsa](#) on Fri, 01 Apr 2005 12:17:04 GMT  
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Well, this has been discussed in some topics already, but, here I go  
At least it's now on the appropriate forum.  
I think there should be a poll with the most popular maps. (like 20 maybe, if you're going to add 6 maps again)

Well, here I go with a few good maps:  
-River\_RaidTS  
-Tropics  
-BasinTS  
-BunkerTS

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Subject: CP 2 Maps (again =D)  
Posted by [mac](#) on Fri, 01 Apr 2005 12:29:21 GMT  
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Not yet, lists with map selections of popular maps are coming after the announcement.

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Subject: CP 2 Maps (again =D)  
Posted by [Naamloos](#) on Fri, 01 Apr 2005 13:54:16 GMT  
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Can't anyone make any NEW maps for CP's? Some we haven't already played 1000 times?

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Subject: CP 2 Maps (again =D)  
Posted by [Dave Mason](#) on Fri, 01 Apr 2005 13:57:32 GMT  
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Not that I know anything at all to do with map making but doesn't it take weeks/months to make one (good) map for renegade or for any 3d game for that matter?

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Subject: CP 2 Maps (again =D)  
Posted by [reborn](#) on Fri, 01 Apr 2005 14:00:37 GMT  
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i have over 250 custom maps, if you have played them each 1000 times then you are far more addicted to this game then me

I have said this before, I feel that server owners should have a larger input into the cp2 map

selection, or more precisely server owners that actually run the cp maps rotation. As they are the ones that are more likely to host the new maps, otherwise if no one hosts them it would be a rather redundant vote.

Unless BHS have managed to make my dreams come true and announce that they have found a way to make renegade servers download on demand... that would be the best news ever

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Subject: CP 2 Maps (again =D)

Posted by [zunnie](#) on Fri, 01 Apr 2005 14:07:04 GMT

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To make a well balanced, good textured, lighted map will take a while for Renegade.

Mainly because the terrain and things are done in gMax which takes the most time consuming for stuff to do, creating vissectors, texturing things, shaping areas, creating tunnels, setting collision on specific areas/terrain, exporting w3d for use in LE, setting up the entire map as an AOW map, add buildings spawners, waypoints, visdata, pathfinding, tiles, trees, barrels... etc etc..

This all together --including testing-- will take at least a month or so.

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Off topic:

I havent made any maps myself (yet) but im thinking of doing it, i know how most of the things work (i think) and Laeubi website is a great help with this as well as these forums where alot of people input information about mapping, texturing etc.

some good links:

[http://cncden.com/ren\\_map\\_tutorial.shtml](http://cncden.com/ren_map_tutorial.shtml)

<http://renhelp.laeubi-soft.de/index.php?tut=0>

<http://renhelp.co.uk/?tut=8>

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