
Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Dr. Lithius](#) on Mon, 25 Apr 2005 03:00:51 GMT

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Here's a ridiculous idea I'm certain no one in these forums is going to try for whatever reason, but feel compelled to suggest anyway.

Why not make a map or two that are "true-to-life" maps. By that, I mean, why not take a Tiberian Dawn multiplayer map -- specifically a 1-on-1 map -- and place bases on either side. Then, put in about twenty Power Plants, five Advanced Guard Towers/Obelisks and ten Guard Towers/Turrets on each side, two War Factories/Airstrips, two Barracks/Hands of Nod, a Tech Center/Temple of Nod(if the actual buildings exist and function, even if they're just fodder), a couple Construction Yards, Helipads, three Refineries with four Tiberium Harvesters, etc. etc. etc.? While seeing something like this is probably rare enough in a normal Online game(if online games play anything like online WarCraft III games, anyway. . .), but most Command & Conquer players have probably done something like this at least once in their lives. Hell, in some missions, it's damned-near mandatory.

Now. . . Obviously, maps like these would probably only work on packed servers -- servers with 32 players on each side at any given time.(And maybe a slew of Minigunner and Officer bots as well, depending.) But who's to say that someone couldn't go and do something like adding in tunnels that allow access to key structures, or add perfect, long-range attack areas(IE, places where MRLS vehicles or Mobile Artillery/Stealth Tanks could demolish things)?

Yes, I know there are a million reasons as to why this type of map would fail and then some. But I'd just like to see a map like this. Just for the Hell of it. I think it'd be funny.(And in case anyone's curious, I don't have the patience to learn the editing program, myself. Otherwise I'd do something like this. I think those editing tools could give UnrealEd a run for its money. >_>

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [z310](#) on Mon, 25 Apr 2005 03:09:10 GMT

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I don't think the game engine can handle that. :\

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [icedog90](#) on Mon, 25 Apr 2005 03:19:06 GMT

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z310I don't think the game engine can handle that. :\

Of course it can, easily. There's already a level like this, although it only has two of everything. But even that was enough, I've played it in a big server before and it takes a loooong time to end.

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Jecht](#) on Mon, 25 Apr 2005 04:21:49 GMT

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icedog90There's already a level like this, although it only has two of everything.

C&C_Cairo?

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [icedog90](#) on Mon, 25 Apr 2005 04:25:31 GMT

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Yeah.

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Aircraftkiller](#) on Mon, 25 Apr 2005 04:51:12 GMT

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Cairo is barely anything like C&C. If you wanted to I could provide you with the source to one of my large RA files so you can mess with it and put in Renegade buildings. Even if the game does suck, I would be interested in seeing how the gameplay balance is handled beyond 300 meter ranges - it'd be effectively breaking the game since it's not designed for that kind of combat.

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Titan1x77](#) on Mon, 25 Apr 2005 09:57:05 GMT

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I dont see a problem with having a large number of structures in each base aslong as VIS is generated.

As for gameplay though, I'd just have 1 active Refinery,2 running PP's,2 base defenses, 1 barracks/hon, a conyard and the rest of the duplicate buildings would be destroyed from the start.

Most of the battle would take place thru and around the allready destroyed buildings with some land in between.

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [2000_years](#) on Mon, 25 Apr 2005 11:18:50 GMT

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Yeah, it might be wierd on the Ren engine.

You could destroy all PP's apart from one, and still have functioning obelisks (not like TD)

and 15 minigunners standing outside a building shooting it would hardly scratch it in Ren, but in TD they would destroy it.

The 8 Vehicle limit would also stop big tank rushes.

Otherwise it would be pretty cool to see

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Jzinsky](#) on Mon, 25 Apr 2005 13:15:03 GMT

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You'd definately have to remove the tank limit, or see if it's possible to raise it...

I would love to try out this map if it ever arrives, whoever takes up the challenge post it on here please

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [flyingfox](#) on Mon, 25 Apr 2005 15:43:53 GMT

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Someone would have to sort out the power plant business so that each power plant held a certain "power" as an integer of the total power of the base. Under a certain amount, the power should go down BUT there should be a way to bring it back up. if each power plant could stray something like 20 up or down from its normal value, it could mimik the abnormal power levels problem of power plants in the game and the way they never hold the exact same amount of power all the time.

yes it would take a lot of bots (tanks and soldiers) and players. what about ghost stalkers and the like? It sounds to me like all of this would have to be done in the level making process.

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Dr. Lithius](#) on Mon, 25 Apr 2005 18:13:50 GMT

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Hm. 2000_years' responce pulls up another interesting question. I know it's perfectly possible to modify vehicles and whatnot, so. . .if someone makes this map, how about adding a "True Tiberian Dawn" script with the map to make all the structures weaker, infantry stronger, insane C4 damage, etc. etc.? That might be the perfect solution to the balance issues, but then, might defeat the purpose of wanting to construct such a map in the first place. . . Hm. . .this definately requires some thinking to it, for sure.

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Jzinsky](#) on Tue, 26 Apr 2005 21:42:51 GMT

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Definitely beginning to sound like some kind of Renegade/Red Alert cross could spawn from this.

Correct me if I'm wrong, but isn't that what Renegade Alert was/is about?

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Titan1x77](#) on Tue, 26 Apr 2005 23:09:35 GMT

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I've started a map like this today, it will have several dead structures and 1 of each main structure alive.

Good idea, and what I'm going for is sort of a map that will seem that you have been dropped into a war that's been going on for sometime. (destroyed buildings, tank wreckage etc...)

I'll post some SS's this weekend, I have work til Friday.

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Dr. Lithius](#) on Fri, 29 Apr 2005 03:13:08 GMT

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I really do like where the idea I wrote went. It's no 32-on-32 slaughter that neither side can win, albeit. But I really do like the direction this is going in regardless. And now that it's been mentioned. . . Renegade Alert does seem quite a bit more true to the Command & Conquer formula. I remember one game, I and four other people snuck into the opposing Construction Yard and opened fire on the Master Control Terminal. That building really didn't last long, comparatively speaking. Then of course, there was another game where I went solo and did some serious damage to their Ore Refinery as an officer. Even if it did take about three minutes to do that much damage. Surprised no one came up to stop me sooner, but I guess they were busy being V2-crazed Base-to-Basers. =P (It was only a 3-on-3 game anyway.)

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [genetix](#) on Fri, 29 Apr 2005 23:03:32 GMT

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Something that would be unique (because of the "drop in an ongoing battle theme") is vehicle shells created in random places among a desolate place on the map.

Then if a player found one he could repair it and have a tank early. Having them appear at different points each game would stop people from simply running to the spot where they are created at the start.

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [JeepRubi](#) on Tue, 03 May 2005 16:24:49 GMT

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with the power problem is there a way that you could make is so 1 power plant supported power for only 1 base defence? that way you could either take out the power plant or the base defence. Also power would only go off line if all the power plants were destroyed.

.

Just an idea

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Titan1x77](#) on Thu, 12 May 2005 14:04:44 GMT

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Jeep, check out C&C_Cairo....I used this method for the 2 powerplants I used in that map.

Here's a early preview of this map....

bases are in the top right and bottom left hand corner, destroyed buildings will be to the right of each base.

plan on using old destroyed buildings aswell in a back drop in some areas behind the bases.

a few infantry tunnels leading out towards the middle....once again some early SS's (havent had time to really get into this map yet)

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Aircraftkiller](#) on Thu, 12 May 2005 18:24:02 GMT

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That looks like shit.

Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [bandie63](#) on Thu, 12 May 2005 18:39:48 GMT

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AircraftkillerThat looks like shit.

:rolleyes:

Subject: Unique Map Idea -- Twenty-Million Structure Maps
Posted by [Aircraftkiller](#) on Thu, 12 May 2005 19:32:06 GMT
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Subject: Unique Map Idea -- Twenty-Million Structure Maps
Posted by [JeepRubi](#) on Thu, 12 May 2005 19:48:09 GMT
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Titan1x77 tell me if u get the map done

i like the idea
