
Subject: C&C_Frost Testing
Posted by [Spike](#) on Mon, 09 May 2005 23:57:08 GMT
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I've finally got this map to the beta point so I could really use some people to test this with. If you are interested contact me at mastersony2@msn.com via msn or mastersony1@aol.com via aim.

Subject: C&C_Frost Testing
Posted by [M1Garand8](#) on Tue, 10 May 2005 00:01:17 GMT
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Looks rather nice.

Subject: C&C_Frost Testing
Posted by [Spike](#) on Tue, 10 May 2005 00:04:23 GMT
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Thanks, I found it in a bunch of maps I made a long time ago and I just finished it off. (Something I rarely do)

Subject: C&C_Frost Testing
Posted by [Aircraftkiller](#) on Tue, 10 May 2005 00:50:49 GMT
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I don't recall giving you permission to use my bridge in your level.

Subject: C&C_Frost Testing
Posted by [Spike](#) on Tue, 10 May 2005 00:52:25 GMT
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Maybe because I made it myself? Do you have rights on things that look similar to what you've made?

Subject: C&C_Frost Testing
Posted by [Aircraftkiller](#) on Tue, 10 May 2005 00:59:09 GMT
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Considering it looks almost identical from that screenshot, I'm calling you out on it. Post another

screenshot showing it up close so I can tell the differences.

Subject: C&C_Frost Testing
Posted by [Spike](#) on Tue, 10 May 2005 01:04:47 GMT
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You could have very well made a bridge nearly identical to this, it's a very simple bridge.

Subject: C&C_Frost Testing
Posted by [Aircraftkiller](#) on Tue, 10 May 2005 01:08:13 GMT
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The only problem with the bridge is that it looks almost identical to one I made over a year ago for Renegade Alert in the Zama level. When I noticed how similar both were, my reaction was that you had used a W3D import device and used the bridge without my permission.

My apologies, there's too many differences between them at close range.

Subject: C&C_Frost Testing
Posted by [Spike](#) on Tue, 10 May 2005 01:10:39 GMT
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No problem, like I said it's a very basic bridge. There's probably many that look quite similar to this at a distance.

Subject: C&C_Frost Testing
Posted by [PermaGrin](#) on Tue, 10 May 2005 01:15:51 GMT
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Get some lighting going on.

Subject: C&C_Frost Testing
Posted by [Spike](#) on Tue, 10 May 2005 01:17:07 GMT
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Is it too dark? Sierously everyone always says my maps are too dark but I can see them just fine.
XD

This look any better?

Subject: C&C_Frost Testing
Posted by [Renx](#) on Tue, 10 May 2005 01:51:34 GMT
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I actually liked it better when it was darker. Added a nice feel to it.

Subject: C&C_Frost Testing
Posted by [Spike](#) on Tue, 10 May 2005 01:53:08 GMT
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I liked it dark too, but some reason alot of people can't see as well on those maps. Wish I could make a poll somehow.

Subject: C&C_Frost Testing
Posted by [z310](#) on Tue, 10 May 2005 02:25:18 GMT
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I personally like it, liked the darkness aswell

Also, do you want gmail?

Subject: C&C_Frost Testing
Posted by [Spike](#) on Tue, 10 May 2005 02:27:08 GMT
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Gmail? I haven't heard of that before, what is it?

Subject: C&C_Frost Testing
Posted by [Sir Phoenixx](#) on Tue, 10 May 2005 02:43:36 GMT
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<http://gmail.google.com/gmail>

Google mail. It's a closed beta at the momment, so you can't register by yourself, you have to receive an invitation from a current user. The good news is, all gmail users (as far as I know) have or had 50 invitations. (I still have all 50 of mine.)

But, you don't have to ask anyone for one of their invites, you can just request one from this gmail invite collection site: <http://isnoop.net/gmail/>

Subject: C&C_Frost Testing
Posted by [idebo](#) on Tue, 10 May 2005 07:00:00 GMT
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I'll contact you on MSN... I want to test that.

Subject: C&C_Frost Testing
Posted by [Mick](#) on Tue, 10 May 2005 08:37:03 GMT
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I'll contact ya, I wouldn't mind helping you test it out.

Subject: C&C_Frost Testing
Posted by [bandie63](#) on Tue, 10 May 2005 10:53:55 GMT
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you = added

I wana beta test

Subject: C&C_Frost Testing
Posted by [Naamloos](#) on Tue, 10 May 2005 12:37:16 GMT
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Looks nice. To bad it's a DM map.

Subject: C&C_Frost Testing
Posted by [PermaGrin](#) on Tue, 10 May 2005 13:35:36 GMT
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No...there is a difference between too dark (which it is not) and no lighting. Where are the shadows from the level objects, for example.

As of right now...to me....it seems there is no lighting and you just set the "time of day" to a slightly darker time and made it overcast.

Subject: C&C_Frost Testing
Posted by [Sir Kane](#) on Tue, 10 May 2005 15:08:15 GMT
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Looks pretty good.

Subject: C&C_Frost Testing
Posted by [Spike](#) on Tue, 10 May 2005 21:46:25 GMT
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Thanks for all the offers guys, I'll get it out to you guys when you're on.

PermaGrinNo...there is a difference between too dark (which it is not) and no lighting. Where are the shadows from the level objects, for example.

As of right now...to me....it seems there is no lighting and you just set the "time of day" to a slightly darker time and made it overcast.

If you would care to test it out I can send it to you, I could use any lighting tips even though I already have some lighting in there.

NaamloosLooks nice. To bad it's a DM map.

It's not.

Subject: C&C_Frost Testing
Posted by [flyingfox](#) on Tue, 10 May 2005 21:52:32 GMT
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Is it a deathmatch or something? don't let people climb on buildings, or to places you can scan the entire map, because they'll just snipe.

Subject: C&C_Frost Testing
Posted by [Spike](#) on Tue, 10 May 2005 22:12:37 GMT
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flyingfoxIs it a deathmatch or something? don't let people climb on buildings, or to places you can scan the entire map, because they'll just snipe.

Well one of the main reasons I could use some testers is that I'm trying to even the map out and avoid things that would give a side an advantage. With their help hopefully I can make the map fairly balanced and not focus the map too much toward any type of game, (snipers, infantry, war,) but be able to play them all well.

I could still use more beta testers.

Subject: C&C_Frost Testing

Posted by [bisen11](#) on Wed, 11 May 2005 00:10:48 GMT

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If you still need some i could test. From the pic it looks pretty good.

Edit: Now that we have Beta tested i'll post 2 screen shots i did

This is a glitch. Its like the canyon one where you can jumb higher by going under a person. But it gives a nice veiw.

This is just one i did. I was wondering what where my bots would land in my c130 mod and i found out. There are no actual bots in this map. Tho he said he may make an AI version later.

Its a really good map in my oppinion. Haven't seen one like it in awhile. It would be great for Aow or Sniper when it is completed. You could do deathmatch if you wanted but not the best way to play it.

Subject: C&C_Frost Testing

Posted by [jd422032101](#) on Wed, 11 May 2005 11:21:30 GMT

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nice map

Subject: C&C_Frost Testing

Posted by [Renardin6](#) on Wed, 11 May 2005 12:21:17 GMT

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I like this map... Do you plan making a Reborn version?

Subject: C&C_Frost Testing

Posted by [PermaGrin](#) on Wed, 11 May 2005 15:41:27 GMT

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Maybe add soem fog?

Subject: C&C_Frost Testing
Posted by [bandie63](#) on Wed, 11 May 2005 18:19:22 GMT
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I don't know if you got my message on MSN... The Obilisk (<-sp?) didn't fire on me when I drove at it in a humvee.

Subject: C&C_Frost Testing
Posted by [Spike](#) on Wed, 11 May 2005 21:51:46 GMT
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Thanks for all the feedback all, I will fix those glitches that have been pointed out to me, have another test with some people, then see if I can find some webspace for me to upload my map. Hopefully I can get it out by this weekend. (And AI_ version out within a week or two of that!)

Renardin6I like this map... Do you plan making a Reborn version?

I wasn't planning to but I gladly would if you guys would like.
PermaGrinMaybe add soem fog?

I had some in my first version that nobody saw and it took away from the effect some.

bandie63I don't know if you got my message on MSN... The Obilisk (<-sp?) didn't fire on me when I drove at it in a humvee.

Yeah, I got it.

I currently do not need any more Beta Testers.

Subject: C&C_Frost Testing
Posted by [idebo](#) on Thu, 12 May 2005 10:20:33 GMT
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Heh, didn't even see you on MSN for 2 days now...

Subject: C&C_Frost Testing
Posted by [cmatt42](#) on Sun, 15 May 2005 01:32:29 GMT
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This is an awesome map, aside from the gitches. Can we get a server going with it for us beta testers?
