
Subject: c&c_dont_fall.mix

Posted by [JeepRubi](#) on Fri, 11 Nov 2005 23:31:31 GMT

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Yes its another one of my maps again but i think this one is a bit different. Its another very original idea and you guys might like it. Remember there are no invisible walls so DONT FALL!

http://www.lmsbc.com/downloads/renegade/maps/C&C_Dont_Fall.zip

Subject: Re: c&c_dont_fall.mix

Posted by [bandie63](#) on Sat, 12 Nov 2005 02:02:05 GMT

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SS plzkthx

Subject: Re: c&c_dont_fall.mix

Posted by [Spice](#) on Sat, 12 Nov 2005 08:58:39 GMT

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bandie63 wrote on Fri, 11 November 2005 21:02ScreenShots plzkthx

Subject: Re: c&c_dont_fall.mix

Posted by [Daze](#) on Sat, 12 Nov 2005 13:31:18 GMT

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Overall it's a pretty good map. I played around in it for a quite a while by myself just to pinpoint some of the bugs and areas that could be improved. I think its a great concept for a map though, so GJ.

Two things I forgot to mention in the SS below are - maybe since we've got a gloomy sky in the map, you could add some effects such as rain and lightning, like the stuff from the second SP mission (Rescue and Retribution).

File Attachments

1) [Don'tfall_crits.JPG](#), downloaded 549 times



Okay we've got a whole lot of dunes in mid air, and a river that kills you immediately beneath? Unless it's meant to be that way, I suggest maybe adding supports or something.

Shouldn't there be some sort of water texture here, instead of just plain grey?

Credits: 1185
Time Remaining: 00:21:11

2) [Don'tfall_crits \(2\).JPG](#), downloaded 545 times



3) [Don'tfall_crits \(3\).JPG](#), downloaded 544 times



4) [Don'tfall_crits \(4\).JPG](#), downloaded 532 times



Subject: Re: c&c_dont_fall.mix

Posted by [JeepRubi](#) on Sat, 12 Nov 2005 22:09:14 GMT

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- Im gunna fix the texture strethcing.
- I need some help with shading and all that sorta stuff.
- The water does have a water texture but for some reason it uses the fog colour instead.
- The mid air things are supposed to be like that. Makes it look more unreal and imposible. (thats why its a video game.)
- Unless i change the AGT weapons i cant fix that problem. Not sure what to do. (This is when someones opinion comes in handy.)
- I will totally replace the tiberium thing in the side with something less eregular and smooth.
- Originaly it was going to be a fling map but i just dont think it suits this map. Anyway there are

pleanty of good non-flying maps that have ramps and stuff.

Subject: Re: c&c_dont_fall.mix
Posted by [icedog90](#) on Sun, 13 Nov 2005 08:53:17 GMT
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To fix the shading, just make sure you do this and those dark spots should be gone:

As for the water, make the water plane have a few segments (polygons) and then it shouldn't do that.

Subject: Re: c&c_dont_fall.mix
Posted by [Naamloos](#) on Sun, 13 Nov 2005 12:32:26 GMT
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I like your idea, but you just need to work it out a bit beter.

I am also looking for unique types of maps, I already made some 'chaos' type maps (big maze, invisible paths, ect) and a jungle map where everything takes place high in the tree's. And don't fall as there aren't any blockers... The chances that you fall are larger there then on your map.

I am also working on challenging maps where, for example, you have to get to the top of a tower which has lots of traps and objectives, and just place the beacon on the ped for your team to win.

And a small map with 1 weapon... Of which the ammo can go anywhere, well it's 90% random, it seems to like going up a bit faster then going down, and the speed is always the same... But it's fun with friendly fire on.

And more...

Subject: Re: c&c_dont_fall.mix
Posted by [SuperMidget](#) on Mon, 14 Nov 2005 20:43:05 GMT
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I'd download it and play it, but I have no idea how to play maps without anybody else in them

Subject: Re: c&c_dont_fall.mix
Posted by [JeepRubi](#) on Mon, 14 Nov 2005 20:47:04 GMT
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Multiplayer Lan then Host game then set Playercount to 1

Should work

Subject: Re: c&c_dont_fall.mix

Posted by [Spice](#) on Fri, 25 Nov 2005 11:43:08 GMT

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That's looking good. Keep learning and you will be able to make some awesome things, not to mention the knowledge will stick with you the rest of your life.

If you plan on being a game designer someday, now is a better time to start than ever.
