
Subject: C&C_WartornValley
Posted by [Naamloos](#) on Sun, 20 Nov 2005 02:24:42 GMT
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Been a while since I made anything for normal Renegade, so I made a map.

http://files.filefront.com/CC_WartornValleyrar/;4373653;/fileinfo.html

Screens located there aswell, though filefront doesn't always like to show them

Please post comments or suggestions here

Subject: Re: C&C_WartornValley
Posted by [Mighty BOB!](#) on Sun, 20 Nov 2005 03:14:01 GMT
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Filefront won't show the screens :S

Subject: Re: C&C_WartornValley
Posted by [reborn](#) on Sun, 20 Nov 2005 06:52:04 GMT
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Would you like MP-gaming.net to host this on our downloads page instead?

Subject: Re: C&C_WartornValley
Posted by [icedog90](#) on Sun, 20 Nov 2005 07:29:17 GMT
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Quality mirror:

http://icedog.apocmedia.com/CC_WartornValley.rar

Quality screenshots:

<http://icedog.apocmedia.com/stuff/wartornshots/screenshot01.jpg>

<http://icedog.apocmedia.com/stuff/wartornshots/screenshot02.jpg>

<http://icedog.apocmedia.com/stuff/wartornshots/screenshot03.jpg>

<http://icedog.apocmedia.com/stuff/wartornshots/screenshot04.jpg>

<http://icedog.apocmedia.com/stuff/wartornshots/screenshot05.jpg>

<http://icedog.apocmedia.com/stuff/wartornshots/screenshot06.jpg>

<http://icedog.apocmedia.com/stuff/wartornshots/screenshot07.jpg>

<http://icedog.apocmedia.com/stuff/wartornshots/screenshot08.jpg>

Just doing what's best for the community.

One question though... why the hell does GDI have two bases (with guard towers) and Nod only has one (with zero base defense)?

Subject: Re: C&C_WartornValley
Posted by [Naamloos](#) on Sun, 20 Nov 2005 11:55:52 GMT
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Quote:why the hell does GDI have two bases (with guard towers) and Nod only has one (with zero base defense)?

I got bored of the normal lay-out of renegade maps so that's why.

Both sides should be balanced this way, Nod only has 1 way into their base, while GDI has 4 in total, so I gave them some guard towers, and a free weak hummer (which respawns after a while) for transport between bases.

Quote:Would you like MP-gaming.net to host this on our downloads page instead?

Anyone is free to host my stuff as long as I get credit.

Subject: Re: C&C_WartornValley
Posted by [Jecht](#) on Sun, 20 Nov 2005 16:32:17 GMT
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needs vegetation. Looks kind of boring in that it's nothing but the color brown to look at.

Subject: Re: C&C_WartornValley
Posted by [Ma1kel](#) on Sun, 20 Nov 2005 17:31:48 GMT
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The layout sucks, if GDI can get 3 Medium Tanks at Nods entrance it's game.

Subject: Re: C&C_WartornValley
Posted by [Naamloos](#) on Sun, 20 Nov 2005 20:56:39 GMT
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Then make sure they don't get those 3 meds.

Quote:needs vegetation. Looks kind of boring in that it's nothing but the color brown to look at.

After years of fighting and the slow tiberium evolution on the planet, I don't think there wouldn't be

much left of the plant's and tree's in the area...

I never played the map with players online, I just made it the way I think it's balanced. If anyone can show me some serious problems then I'll do something about it asap.

Subject: Re: C&C_WartornValley
Posted by [Aprime](#) on Sun, 20 Nov 2005 22:47:49 GMT
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Do you even know what a valley is?

Subject: Re: C&C_WartornValley
Posted by [Naamloos](#) on Mon, 21 Nov 2005 00:01:56 GMT
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Yes, and this 'was' one

Btw, this was, actually, my first attempt to create a 'normal' outside map, other then the random stuff I used make.

Subject: Re: C&C_WartornValley
Posted by [Coolrock](#) on Mon, 21 Nov 2005 02:12:08 GMT
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Really nice job on the map

Subject: Re: C&C_WartornValley
Posted by [Jecht](#) on Mon, 21 Nov 2005 07:15:23 GMT
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Naamloos wrote on Sun, 20 November 2005 14:56 Then make sure they don't get those 3 meds.

Quote:needs vegetation. Looks kind of boring in that it's nothing but the color brown to look at.

After years of fighting and the slow tiberium evolution on the planet, I don't think there wouldn't be much left of the plant's and tree's in the area...

I beg to differ:

http://www.origo.hu/jatek/gamer/leiras_kep/ccfireshot04.jpg

Subject: Re: C&C_WartornValley
Posted by [Naamloos](#) on Mon, 21 Nov 2005 15:42:01 GMT
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That's pure tiberium...

But I guess placing some grassy spots wouldn't hurt...

Subject: Re: C&C_WartornValley
Posted by [sterps](#) on Tue, 22 Nov 2005 21:30:17 GMT
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Mammoths get stuck inside in the weapons factory when you build them.

Subject: Re: C&C_WartornValley
Posted by [Naamloos](#) on Tue, 22 Nov 2005 21:37:22 GMT
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I decided to cancel work on this map... I'll try something different and beter soon.

I learned from my mistakes here

Subject: Re: C&C_WartornValley
Posted by [JeepRubi](#) on Tue, 22 Nov 2005 22:30:11 GMT
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I liked it.

Subject: Re: C&C_WartornValley
Posted by [Spice](#) on Wed, 23 Nov 2005 20:23:24 GMT
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I like it.

Subject: Re: C&C_WartornValley
Posted by [Alkaline](#) on Thu, 24 Nov 2005 05:44:21 GMT
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nice concept, but poorly executed..

Nod has a big advantage on this map, It only has 1 entrance to defend, wher as gdi has 4 and on top of that the bases are split!

WOuld be interesting if both sides were split...

Subject: Re: C&C_WartornValley
Posted by [icedog90](#) on Thu, 24 Nov 2005 07:35:46 GMT
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I agree. You should just make both bases split and give Nod turrets.

Subject: Re: C&C_WartornValley
Posted by [Spice](#) on Fri, 25 Nov 2005 11:29:35 GMT
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The turrets absolutly suck, I wouldn't waste my time destroying them.

You should blend up some textures with photoshop overlays. Such as a dirt and sand texture. It would look nice.

Here's a cliff texture I made you can use. Kind of made it too small.

Subject: Re: C&C_WartornValley
Posted by [icedog90](#) on Fri, 25 Nov 2005 21:10:16 GMT
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The GDI guard towers aren't any better than the turrets.

Subject: Re: C&C_WartornValley
Posted by [Ma1kel](#) on Fri, 25 Nov 2005 22:24:47 GMT
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Their aim is way better against infantry, and they rapidly destroy light vehicles.

Subject: Re: C&C_WartornValley
Posted by [Naamloos](#) on Sat, 26 Nov 2005 01:06:22 GMT
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EXdeath7 wrote on Fri, 25 November 2005 12:29The turrets absolutly suck, I wouldn't waste my

time destroying them.

You should blend up some textures with photoshop overlays. Such as a dirt and sand texture. It would look nice.

Here's a cliff texture I made you can use. Kind of made it too small.

Bit too small yes, but thanks anyway.

And uhmm, I know nothing about photo shop, so whatever you mean with that it all sounds like some random stuff to me
