Subject: C&C_Rome
Posted by JRPereira on Sun, 15 Jan 2006 22:39:25 GMT
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I released C&C_Rome today. It's an infantry only cnc map (aka simmilar to hh2) loosely based on roman or greek architecture (actually, it ended up being more like just ancient ruins/etc. but I figured I'd keep the name).

I started it a couple of years ago, so don't expect anything fantastic, but when I started looking at my old maps again, I figured it'd make a decent infantry-only map and decided to finish it.

Check it out here

Subject: Re: C&C_Rome
Posted by JeepRubi on Sun, 15 Jan 2006 23:03:24 GMT
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Havent played it yet but the screenshot looks good.

Subject: Re: C&C_Rome
Posted by JeepRubi on Sun, 15 Jan 2006 23:14:04 GMT
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Ok i played it now, looks good. at the moment i only have one suggestion, i thin that the buildings should have less health because you can plant mine after mine after mine on the and it will barely hurt them.

Subject: Re: C&C_Rome
Posted by sniper12345 on Mon, 16 Jan 2006 11:50:25 GMT
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will we ever see a Haunted Mansion 3?

Subject: Re: C&C_Rome
Posted by JRPereira on Mon, 16 Jan 2006 20:55:48 GMT
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sniper12345 wrote on Mon, 16 January 2006 06:50will we ever see a Haunted Mansion 3?

Dunno yet. Fully-interior maps (or almost, anyways) that aren't just caves are kind of hard to do, and not something I'm going to take lightly. Haunted House 2 took a few months to do, and to make a truely worthy successor, it'd probably end up being more work than it's worth.

Subject: Re: C&C_Rome
Posted by =HT=T-Bird on Tue, 17 Jan 2006 00:27:28 GMT
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Are the Tiberios boxes in this map SUPPOSED to increase your max health by 100?

Subject: Re: C&C_Rome
Posted by JRPereira on Tue, 17 Jan 2006 01:20:51 GMT
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They do by 25% each. I suppose it's a tad excessive, but I forgot to modify the powerups to give armor (so it'd be like 5-10% health and armor).

If I find enough bugs to release an updated version I'll fix it.

Subject: Re: C&C_Rome
Posted by JRPereira on Tue, 17 Jan 2006 01:43:03 GMT
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I've managed to set up a server so you guys can play on the maps while I'm at work. It doesn't seem to use a lot of bandwidth, so I don't think the admin will care if I let it hit 8 or 16 players or so.

I'll have it up occasionally on weekdays, somewhere roughly between 4pm EST and 11:30pm EST.

It's up now, hosting rome.

Subject: Re: C&C_Rome
Posted by Chronojam on Tue, 17 Jan 2006 08:30:48 GMT
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I demand you do C&C_Pompeii next, with volcanic ash raining down and dim lighting with lightning.

Subject: Re: C&C_Rome
Posted by JRPereira on Tue, 17 Jan 2006 08:41:28 GMT
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Chronojam wrote on Tue, 17 January 2006 03:30I demand you do C&C_Pompeii next, with volcanic ash raining down and dim lighting with lightning.

eh how about this. If I do a larger full-cnc-mode version of rome, I'll do it with a volcano and call it Pompeii, with ash and toppled buildings and maybe some statue-people in crazed death positions.

Lightning? I'm not sure sure I know how to do that.

I'm not sure I feel up to the work though. We'll see.

I figured out how to host on WOL at home. Look for "jrpserver" hosting various maps of mine (primarily rome for now).

I have wolspy up but I can't figure out how to get it to broadcast properly.

(Honestly, I need a concrete list of all ports to use/open/forward/whatever).

Subject: Re: C&C_Rome
Posted by JRPereira on Wed, 18 Jan 2006 23:36:27 GMT
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Well, while I have no official plans to do a new map yet, I've been toying with the idea of at least building a "rome pack" gmax file to contain objects I might use in a Pompeii type regular cnc mode map. This is a new column design to replace the blocky old one. Rings in at about 140 polys, uses the same texture that the old columns used. It stands 7 or 8 units tall (evil memory is against me today).

If I go get a decent rome pack going and still don't feel like making a map based off of it, I'll release the pack to the public.

File Attachments
1) romepillar.jpg, downloaded 542 times

Subject: Re: C&C_Rome
Posted by JRPereira on Thu, 19 Jan 2006 12:01:41 GMT
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I'm still coming up with various structural ideas. Here's a pic of some arches.

Anyone have some google images based suggestions for water fountains? preferably something circular with a large center object.

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File Attachments
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1) archways.jpg, downloaded 544 times

Subject: Re: C&C_Rome
Posted by Spice on Thu, 19 Jan 2006 15:15:08 GMT
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Those are looking great.   I'm looking forward to playing the C&C mode version.

Subject: Re: C&C_Rome
Posted by JRPereira on Fri, 20 Jan 2006 04:46:59 GMT
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Ok, I'm more or less going to do Pompeii. See this post at the tiberios site:

http://tiberios.justinpereira.com/2006/01/19/cc_pompeii/

Subject: Re: C&C_Rome
Posted by Spice on Fri, 20 Jan 2006 07:52:38 GMT

Nice, I'm getting excited.   I'm a huge fan of your maps.