
Subject: C&C_Last_Stand

Posted by [Titan1x77](#) on Wed, 25 Jan 2006 00:01:10 GMT

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Map has been finalized and sent to Jonwil for Core Patch 2

Here's a few SS's of the map.

File Attachments

1) [lsnodbase2.jpg](#), downloaded 1502 times



Subject: Re: C&C_Last_Stand
Posted by [Kamuix](#) on Wed, 25 Jan 2006 00:04:05 GMT
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Reminds me of a Classic C&C type of map. I always hoped someone would make a map more like that. Nice Work

Subject: Re: C&C_Last_Stand
Posted by [Whitedragon](#) on Wed, 25 Jan 2006 00:57:37 GMT
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Are the power plants outside the base real? Or just for looks?

Subject: Re: C&C_Last_Stand
Posted by [JRPereira](#) on Wed, 25 Jan 2006 01:02:35 GMT
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Looks great. Can't wait to see it in the rotations.

Subject: Re: C&C_Last_Stand
Posted by [Napalmic](#) on Wed, 25 Jan 2006 01:06:33 GMT
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Whitedragon wrote on Tue, 24 January 2006 16:57Are the power plants outside the base real? Or just for looks?

Destroyed ones, just for looks.

Subject: Re: C&C_Last_Stand
Posted by [Aprime](#) on Wed, 25 Jan 2006 01:09:06 GMT
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Looks awesome, great job.

Subject: Re: C&C_Last_Stand
Posted by [Dr. Lithius](#) on Wed, 25 Jan 2006 02:13:58 GMT
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Oh hell yes!! Someone took my advice afterall!! Hot effing damn!! X3 And yes! It looks absolutely awesome!

Subject: Re: C&C_Last_Stand
Posted by [Titan1x77](#) on Wed, 25 Jan 2006 07:43:06 GMT
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Dr. Lithius wrote on Tue, 24 January 2006 21:13Oh hell yes!! Someone took my advice afterall!! Hot effing damn!! X3 And yes! It looks absolutely awesome!

Is this collins?

Yes this idea was taken from a thread you made awhile back...so Thanks!...I owe you some credit.

and this is sort of a classic TD type map, with the AGT only shooting missles..there is 3 guard towers for GDI and a total of 5 Nod turrets....I'll post some of the readme:

Setting: Forest

Description: A War has been going on for sometime between GDI and Nod, Power plants along the outskirts of each teams base have been destroyed. Outer refineries have been shut down due to low power sources.

Gameplay notes:

Conyards repair building's 1 health per second (Disabled once PP is gone)
Conyard also has a built-in Repair pad (12 health per second)(this remains operable until conyard is destroyed)
AGT missile has been increased 10 damage points per hit and fires at a rate of 1.5 seconds
AGT gun's have been removed (Tiberian Dawn style)
Silo's give a 1 credit per second
Mobile Artillery Turret turn rate has been increased from 60 to 120, it now costs 550 credits
GDI MRLS Turret will now rotate 360 degrees, it now costs 550 credits

Subject: Re: C&C_Last_Stand
Posted by [Dr. Lithius](#) on Wed, 25 Jan 2006 09:29:23 GMT
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Surprised you remember that far back... I'm neither confirming nor denying that I am Collins, actually. It's entirely up to you to decide. Kekekee...

In any case, this map sounds absolutely, positively rawkin!! I totally can't wait until Core Patch 2 to see it in action! I am so glad someone actually decided to do a Tiberian Dawn-styled map for once... And this is pretty much how the map would look in a Skirmish after a while if both teams were being symetrical. As you may have guessed... I love it! ^_^

Subject: Re: C&C_Last_Stand
Posted by [danpaul88](#) on Wed, 25 Jan 2006 10:04:48 GMT
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just one question: it looks like a large map, would that not cause lag issues?

Subject: Re: C&C_Last_Stand
Posted by [idebo](#) on Wed, 25 Jan 2006 10:34:07 GMT
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You just made me play Renegade again.

Subject: Re: C&C_Last_Stand
Posted by [Naamloos](#) on Wed, 25 Jan 2006 10:49:02 GMT
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Looks intresting.

Subject: Re: C&C_Last_Stand
Posted by [jonwil](#) on Wed, 25 Jan 2006 11:55:19 GMT
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Remember that this map is exclusive to Core Patch 2.

Subject: Re: C&C_Last_Stand
Posted by [Goztow](#) on Wed, 25 Jan 2006 12:02:28 GMT
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It seems to be more like an infantry than a tank battle map. No big fields for tank battles, lots of hideouts for heavy infantry. But looks very nice! Will be interesting to see how battles work out on this map .

Subject: Re: C&C_Last_Stand
Posted by [reborn](#) on Wed, 25 Jan 2006 12:19:31 GMT
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Looks pretty sweet man

Subject: Re: C&C_Last_Stand
Posted by [JeepRubi](#) on Wed, 25 Jan 2006 13:12:55 GMT
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I think its going to be haed to keep it in cp2 as someone could download cp2, take out the map and host it on their website.

Subject: Re: C&C_Last_Stand
Posted by [Titan1x77](#) on Wed, 25 Jan 2006 14:34:25 GMT
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Jeep Rubi wrote on Wed, 25 January 2006 08:12I think its going to be haed to keep it in cp2 as someone could download cp2, take out the map and host it on their website.

It's an exclusive as in it's will be 1st released with only the CP2...hopefully soon

After the CP2 is out, it's not a problem for the map to be d-loaded elsewhere....aslong as the readme is included.

about there being no big tank feilds....there is alot of room for tank battles to take place, the lighting on the overhead just hides it.....plenty of room for tanks with plenty of cover aswell...youll see soon enough.

Subject: Re: C&C_Last_Stand
Posted by [Cat998](#) on Wed, 25 Jan 2006 15:33:33 GMT
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I already tested the map.

All I can say is...Its very big

Subject: Re: C&C_Last_Stand
Posted by [Kamuix](#) on Wed, 25 Jan 2006 16:30:33 GMT
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I Love Titan1x77, he is truly amazing!!!!!!!!!!!!!!

Subject: Re: C&C_Last_Stand
Posted by [WNxCABAL](#) on Wed, 25 Jan 2006 16:55:02 GMT
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Thats just impressive!

Well Done Titan!

Are you going to modify it so its set in TS for Reborn?

Subject: Re: C&C_Last_Stand
Posted by [Jecht](#) on Thu, 26 Jan 2006 03:07:30 GMT
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A map that looks like it takes true strategy to be successful in. Looks to be plenty of cover and provides several, but not too many entry points to bases. Preview looks to be a 10/10

Subject: Re: C&C_Last_Stand
Posted by [JRPereira](#) on Thu, 26 Jan 2006 03:17:46 GMT
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Do you guys have a place to host the map?

I could create a page for it on the Tiberios site if you want - simmilar to the roleplay 2 page.

Subject: Re: C&C_Last_Stand
Posted by [Aircraftkiller](#) on Thu, 26 Jan 2006 03:54:59 GMT
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My only complaint so far is this:

"Conyard also has a built-in Repair pad (12 health per second)(this remains operable until conyard is destroyed)"

That is one of the stupidest ideas you've ever put into the game. They were separate structures, keep them that way!

Subject: Re: C&C_Last_Stand
Posted by [Kamuix](#) on Thu, 26 Jan 2006 04:10:36 GMT
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I kinda think in a level like that might have been alittle better with 2 obelisks and 2 Agt's.

Subject: Re: C&C_Last_Stand
Posted by [idebo](#) on Thu, 26 Jan 2006 08:12:03 GMT
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Buckery wrote on Wed, 25 January 2006 22:10I kinda think in a level like that might have been a little better with 2 obelisks and 2 Agt's.
Are you a defence freak? I think that would be a very bad idea. By the looks of what I see now, is that the base is perfectly fine to defend with one defence structure.

Subject: Re: C&C_Last_Stand
Posted by [Naamloos](#) on Thu, 26 Jan 2006 12:09:25 GMT
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Aircraftkiller wrote on Thu, 26 January 2006 04:54My only complaint so far is this:

"Conyard also has a built-in Repair pad (12 health per second)(this remains operable until conyard is destroyed)"

That is one of the stupidest ideas you've ever put into the game. They were separate structures, keep them that way!

I'm going to agree with Aircraftkiller here, they should both be single structures, not both in one structure.

Subject: Re: C&C_Last_Stand
Posted by [JeepRubi](#) on Thu, 26 Jan 2006 13:45:56 GMT
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How did you make those shadows?

Subject: Re: C&C_Last_Stand
Posted by [Aircraftkiller](#) on Thu, 26 Jan 2006 15:00:29 GMT
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His terrain had enough polygons, and the Sun was at a low enough position, to create semi-decent shadowing with vertex lighting alone.

Subject: Re: C&C_Last_Stand
Posted by [Kamuix](#) on Thu, 26 Jan 2006 17:25:44 GMT
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Quote:Are you a defence freak? I think that would be a very bad idea. By the looks of what I see

now, is that the base is perfectly fine to defend with one defence structure.

Yes i am a defence freak. But i guess you maybe right about this level.

Subject: Re: C&C_Last_Stand
Posted by [icedog90](#) on Fri, 27 Jan 2006 00:36:53 GMT
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Usually applying mesh smooth to the entire terrain will result in pretty good shadows, since it will add an even amount of triangles everywhere.

Subject: Re: C&C_Last_Stand
Posted by [Titan1x77](#) on Fri, 27 Jan 2006 02:10:11 GMT
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Naamloos wrote on Thu, 26 January 2006 07:09Aircraftkiller wrote on Thu, 26 January 2006 04:54My only complaint so far is this:

"Conyard also has a built-in Repair pad (12 health per second)(this remains operable until conyard is destroyed)"

That is one of the stupidest ideas you've ever put into the game. They were separate structures, keep them that way!

I'm going to agree with Aircraftkiller here, they should both be single structures, not both in one structure.

Yea.. I thought it would add more value to the structure. Before, if the power goes out it rendered the Conyard completely useless. This way atleast it still functions as a Repair facility.

So I dont see it being to big of deal....next time I'll make them seperate though.

Subject: Re: C&C_Last_Stand
Posted by [bisen11](#) on Fri, 27 Jan 2006 12:42:00 GMT
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How exactly do you do a repair pad? Do you have to attach a zone with a building controller or something?

Subject: Re: C&C_Last_Stand
Posted by [WNxCABAL](#) on Fri, 27 Jan 2006 12:56:43 GMT
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Its basically a very small building with a script zone above it which repairs vehicles...

Subject: Re: C&C_Last_Stand
Posted by [sfr3f](#) on Fri, 27 Jan 2006 15:31:23 GMT
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Huh, so it looks like you put a C&C repair pad in front of the CY in the top view. Why not just move that out a little and make it a separate structure? Oh, and if I remember correctly, you could repair buildings in low power in C&C, just at a reduced rate. First-rate looking map.

Subject: Re: C&C_Last_Stand
Posted by [Titan1x77](#) on Fri, 27 Jan 2006 16:43:53 GMT
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dude#1, No building controller was needed for this repair pad, but if you wanted one.....A standard controller setup with your mesh prefix would work with the JFW_repair_zone script attached to a script zone all. You then have to send a custom upon death of the building controller to disable the script(jfw_death_send_custom)

Forgive me if those arent the exact script names.

Kaiserpanda, the repair pad is part of the conyard...i could of seperated it, but like i said I wanted the conyard to hold more value.

About the reduced rate....not sure, but prehaps Jonwil could look into sending a custom to the current repair buildings script to knock the rate in half once the power goes out, I'd be happy to use it in any future maps or for the Reborn conyard.

I think i could do it now with a combination of scripts...once the PP is down, remove the conyard scripts via a custom and attach a new script to it that has a lower rate.

Subject: Re: C&C_Last_Stand
Posted by [bisen11](#) on Fri, 27 Jan 2006 19:22:56 GMT
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Ok, i get all of that, but i just have never used that script before. What kind of stuff do you put in the Parameters? jfw_death_send_custom
It has

ID (i know that)
Message ?
Param ?

Subject: Re: C&C_Last_Stand
Posted by [Whitedragon](#) on Wed, 08 Feb 2006 05:25:51 GMT
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Now that ive actually played this map i have a few suggestions:

Add flying vehicles.

Move the Recon Bike and TOW Hummer to the regular vehicle menu.

Increase the price of the MRLS and Artillery, they're both very powerful on this map because they can attack the bases without being hit by any defenses.

I also noticed a few glitches:

The Nod PP always has a red interior, like its dead, even when its alive.

The fake PPs always have a green interior, like they're still alive.

Subject: Re: C&C_Last_Stand
Posted by [soad](#) on Wed, 08 Feb 2006 05:28:20 GMT
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flying vehicles, flying vehicles, flying vehicles. It would be FANTASTIC with air capabilities.

Plus, what WD said.

Subject: Re: C&C_Last_Stand
Posted by [Dr. Lithius](#) on Wed, 08 Feb 2006 06:02:53 GMT
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Alright. As stated in the Core Patch 2 topic, this is officially my new favorite map in all of Renegade. Here's a summary of my take on it.

Pros

The dead refineries draw fire initially, but that could be the point. The map...is effing huge, too. The klaxon in the dead Power Plants is a nice touch as well.

Cons

The long, long distances between the bases makes for a rather lengthy trip using slow vehicles(Mobile Artillery, Mammoth Tank, etc.) GDI also seems to have something of an advantage compared to Nod, as most of the turrets sort of "turn a blind eye" to GDI units that are right out in the open, depending on where they lay. The wall-mounted turrets are also all but useless.

That's just my two bits. Don't wanna sound ungrateful and stuff... ^_^;

Subject: Re: C&C_Last_Stand

Posted by [Spice](#) on Wed, 08 Feb 2006 06:11:31 GMT

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Whitedragon wrote on Wed, 08 February 2006 00:25 Now that ive actually played this map i have a few suggestions:

Add flying vehicles.

Move the Recon Bike and TOW Hummer to the regular vehicle menu.

Increase the price of the MRLS and Artillery, they're both very powerful on this map because they can attack the bases without being hit by any defenses.

I also noticed a few glitches:

The Nod PP always has a red interior, like its dead, even when its alive.

The fake PPs always have a green interior, like they're still alive.

I know how to fix the dead power plants being normally colored. You need to ungroup the dead power plants and rename their damage aggregate proxy to something like "mgpwr_dead~". A preset name not already used in Level edit. Regroup and export.

Go into LE and temp the damage aggregate proxy and name it mgpwr_dead, go to settings and scroll down to the frame sequencing. Change them all to 4 or 9. That should fix your problem.

Subject: Re: C&C_Last_Stand

Posted by [Titan1x77](#) on Wed, 08 Feb 2006 11:18:20 GMT

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Whitedragon wrote on Wed, 08 February 2006 00:25 Now that ive actually played this map i have a few suggestions:

Add flying vehicles.

Move the Recon Bike and TOW Hummer to the regular vehicle menu.

Increase the price of the MRLS and Artillery, they're both very powerful on this map because they can attack the bases without being hit by any defenses.

I also noticed a few glitches:

The Nod PP always has a red interior, like its dead, even when its alive.

The fake PPs always have a green interior, like they're still alive.

I might do a flying version later on down the road....recon and humvee are stuffed away in the extras since this map was a CP match and wanted just the standard vehicles available for default

servers.

prices of those units have been increased already, but im assuming you want them even higher....there is spot(vehicle ramps) for vehicles to camp in there own base to defend arty/mrls attacks....not only that, Im sure havocs and sakuras will be taking the large hill and keeping those light armored vehicles at bay

I'll be on servers monitoring the gameplay.....and I'll adjust for any future versions of this map as i see fit.

I mentiond in the readme about the PP bugs i couldnt fix at the time....I noticed Exdeath posted a fix...wish i would of known this before hand....I'll include this on my fix list for future versions.

lithius....I still feel nod has an advatage with the OB still being a bit stronger then the AGT.....the long distances help nod with stank rushes reaching gdi's base aswell.....youll quickly learn that some routes are pretty fast to reach each other teams base.

Im glad a few people have posted about gdi having an advatage...I truely think and still do think nod may have an advatage.

I wish the pits server was still up....msgtpain had a great Stats page per map, does any other server do this?

well, this map will also be made for Reborn ...and some of these fixes will be included in that version.

Subject: Re: C&C_Last_Stand
Posted by [Whitedragon](#) on Sun, 12 Feb 2006 09:26:34 GMT
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Some videos from this map:

Nod Recon Rush

GDI Recon Rush

GDI Humm-vee Rush

Very fun map.

Subject: Re: C&C_Last_Stand
Posted by [Renardin6](#) on Sun, 12 Feb 2006 15:38:14 GMT
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lightmaps under work?

Subject: Re: C&C_Last_Stand
Posted by [Titan1x77](#) on Sun, 12 Feb 2006 19:09:27 GMT
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Im doing 1 map at a time Ren...check my thread at the reborn internal forum....youll see what im working on.

Nice videos...looked like it was a blast, I see that nod won with a recon rush to get things started.
