
Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 08:16:00 GMT
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Okay, this map is done in RenX and almost everything set up in LevelEdit.I'll be making Hovercrafts useable for this map, since most of the map is water.I need something that blocks tanks (humm-vees, buggies, med tanks, light tanks.....) but that doesn't block the Hovercrafts. If I make a wall to collide with vehicles, it will also affect the hovercrafts, and we don't want tanks floating over the water, do we? Any ideas?

Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 08:22:00 GMT
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I dunno much about hovering, but how bout this.Assuming that the hovercrafts hover well off the ground, you could try to make a decline in the terrain and then rocks just high enough to block the vehicles, or a vehicle blocker plane.like im saying, this stupid idea (of mine) is based on how hovering actually works...but im sure someone will come along and give you a genius answer.

Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 10:59:00 GMT
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LevelEdit.I'll be making Hovercrafts useable for this map, since most of the map is water.I need something that blocks tanks (humm-vees, buggies, med tanks, light tanks.....) but that doesn't block the Hovercrafts. If I make a wall to collide with vehicles, it will also affect the hovercrafts, and we don't want tanks floating over the water, do we? Any ideas?Perhaps finish a map for a change, instead of continue to say you're almost finished with something and hype it up?Wait, that's right... You're not capable of finishing maps.Watch and see, yet another map he'll never finish.

Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 11:28:00 GMT
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ACK, I'm beginning to agree with you He hasn't finished the last one he posted yet. You know the one that we were flaming each other over.Andre' please finish the other map before I totally agree with ACK. A lot of people stuck up for you. Now it's time to show results. ACK and I don't see eye to eye on almost anything. Believe me it's getting close to a landmark case where we both will agree 100\% on something.

Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 11:30:00 GMT
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quote:Originally posted by K9Trooper:ACK, I'm beginning to agree with you He hasn't finished the last one he posted yet. You know the one that we were flaming each other over.Andre' please finish the other map before I totally agree with ACK. A lot of people stuck up for you. Now it's time to show results. ACK and I don't see eye to eye on almost anything. Believe me it's getting close to a landmark case where we both will agree 100% on something.Perhaps you should trust me in things like this... I don't follow people around in forums just to blindly flame them. If they've done something wrong or have a track record of doing so, then I'll be there to point it out to everyone.

Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 11:31:00 GMT
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<Smackdown>

Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 11:49:00 GMT
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Aircraftkiller2001 quote:Perhaps you should trust me in things like this... I don't follow people around in forums just to blindly flame them. If they've done something wrong or have a track record of doing so, then I'll be there to point it out to everyone. Check mate! I can admit when I'm wrong. So if andre' proves me wrong, I will be very p1\$\$ed!! I don't like to be wrong. So if Andre' can't produce that map, he can add one more person to his list of people that can't trust him.

Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 13:12:00 GMT
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Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 13:18:00 GMT
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Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 13:21:00 GMT
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Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 13:21:00 GMT
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Andre' you can play fan maps on Game Spy. Release the maps so we can beta them on GS then if you can't play on WW.

Subject: C&C Archipelago - Help Needed

Posted by [Anonymous](#) on Wed, 11 Dec 2002 13:23:00 GMT

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Alright, I'll make a "public-beta" section for this map, hope it clears up all things you both said there Hold on, I'll post soon

Subject: C&C Archipelago - Help Needed

Posted by [Anonymous](#) on Wed, 11 Dec 2002 13:28:00 GMT

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Finally, maybe you'll do something for a change.

Subject: C&C Archipelago - Help Needed

Posted by [Anonymous](#) on Wed, 11 Dec 2002 14:19:00 GMT

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ACK so your saying that people that stay up until three in the morning produce good maps. So on behalf of my good friend here please before you flip on another person think of this. YOU may be a mapping guru because you stay on the comp editing them for hours on end no conflict there and you do make good maps. But Renegade is not just about you alright different people have different tastes SO you may not like his maps but I KNOW PLENTY of people that like some of his maps. Now if he finished and added Antartica to his arsenal then he would be a VERY good mapper. [December 11, 2002, 14:20: Message edited by: Slicer238]

Subject: C&C Archipelago - Help Needed

Posted by [Anonymous](#) on Wed, 11 Dec 2002 14:56:00 GMT

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Well good that means the can delete your crumy a\$\$ posts too slick so why not take your own advice. And belive me I can't wait for you to grow up instead of being a little nerdy kid infront of a computer scree nacting like your an adult.

Subject: C&C Archipelago - Help Needed

Posted by [Anonymous](#) on Wed, 11 Dec 2002 16:15:00 GMT

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fourm, so people can ask questions about how to do something or tell everyone they finished something... ok im done, now to watch tv for 10 hours straight

Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 16:21:00 GMT
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Whenever Andre posts something that he needs help with a map, its quickly turned from the topic it was meant to be, just because ACK's gotta repeat the message we always hear from him over and over again. We've heard it already. Stfu [December 11, 2002, 16:21: Message edited by: Kirovy1234]

Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 16:32:00 GMT
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Andre, I've said before I'll host your maps, however my servers are down for about another couple of weeks. When they are back up, I'll run em so people can see what they are like. Please give me something to work with. I have no prejudice against maps, as long as they are good and people will play them. Now this part is a general statement. I've seen many mappers/modders put posts up about what they are doing. Some may see this as trying to get attention. Maybe so. But I like it cause it shows me some neat things. I'm sure it gives ideas to others as well. If you don't want someone copying your work, then don't publish ANYTHING about what you are doing until it's done. That is what companies do to prevent corporate espionage. I have no problem either way, but if you post what you are doing, expect to be copied, challenged if not completing what was mentioned before, and criticized if flaws are seen. That's part of getting up on the stage. I applaud all mappers and modders that give their talents to the game. You all do a lot to keep the game alive. Just understand when you wet our appetite, we naturally will want more.

Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 18:51:00 GMT
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Andre has two excellent maps on their way out. Contact me later Andre, I have an idea on how to sort this one out.

Subject: C&C Archipelago - Help Needed
Posted by [Anonymous](#) on Wed, 11 Dec 2002 19:50:00 GMT
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You know you could just ignore off topic posts and they wouldn't proliferate... I don't know much about level edit, however when me and my friend were looking into making a naval mod the biggest thing was in map creation. As I understand it can't you just make a vehicle only wall that faces one way? You make it face the water so the hovercraft can go through but not ground vehics. Then just make it short enough that air vehicles can go over it. Maybe I'm wrong but that seems pretty simple.
