
Subject: Announcing C&C Tropics!

Posted by [Anonymous](#) on Sat, 14 Dec 2002 17:23:00 GMT

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<http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=81> Check out the screenshots. Tropics features the Hospital from Tiberian Dawn that I designed a while back. It also features underground tunnels with a light reflection technique I developed, plus a river in the center fed by a mountain spring and emerald-green translucent water. The bases themselves are very open to attack and the defenses alone will not prevent attacks. I've been working on this map for around five or six months... Lost count by now. It's been through three total revisions, this being the last one. [December 15, 2002, 02:48: Message edited by: aircraftkiller2001]

Subject: Announcing C&C Tropics!

Posted by [Anonymous](#) on Sat, 14 Dec 2002 17:24:00 GMT

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7,000 posts later, and you still own.

Subject: Announcing C&C Tropics!

Posted by [Anonymous](#) on Sat, 14 Dec 2002 17:57:00 GMT

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Wow, that map looks nice so far. But, what are those things in the GDI base, bridges? And if so, do they lead to a road that goes between the 2 bases, like on City?

Subject: Announcing C&C Tropics!

Posted by [Anonymous](#) on Sat, 14 Dec 2002 21:06:00 GMT

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They're like the overpasses in Canyon. I decided to combine Canyon and Islands in design concept for some of the map... Mainly the GDI base.

Subject: Announcing C&C Tropics!

Posted by [Anonymous](#) on Sun, 15 Dec 2002 02:46:00 GMT

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Subject: Announcing C&C Tropics!

Posted by [Anonymous](#) on Sun, 15 Dec 2002 14:35:00 GMT

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i like the roads... btw he had an accident three times in the same post... not to mention any other posts plus he posted them about almost a day apart... its not like he accidently hit post 3 times... not taht anyone would believe him [December 15, 2002, 14:36: Message edited by: avroaero]

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 15:48:00 GMT
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dont be idiots. he is bumping them up to keep them on the first page in the forums.

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 00:10:00 GMT
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Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 20:13:00 GMT
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<http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=81>More screenshots.

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 20:44:00 GMT
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How many polys are we talking here? looks like a high poly map but awesome

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 20:49:00 GMT
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18,000-22,000

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 21:53:00 GMT

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I know I can't do better than that but it looks boring.

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 21:58:00 GMT
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quote:Originally posted by rjs87:I know I can't do better than that but it looks boring.That's nice.

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Wed, 18 Dec 2002 18:01:00 GMT
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Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Wed, 18 Dec 2002 18:23:00 GMT
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I know i dunno much bout the map but what purpose do those ramps and stuff have?

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Thu, 19 Dec 2002 10:11:00 GMT
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Which?

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Thu, 19 Dec 2002 14:25:00 GMT
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I think hes talking about those ramps in GDi base that you see in the 3rd pic down, yeah i wanna know what those ramps do to ACK? Do they go over something?

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Thu, 19 Dec 2002 14:35:00 GMT
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Light reflection, sounds interesting how exactly does it work and what effect does it produce?BTW: do you have any intention of releasing that hospital?

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Thu, 19 Dec 2002 14:40:00 GMT
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quote:Originally posted by forsaken:I think hes talking about those ramps in GDi base that you see in the 3rd pic down, yeah i wanna know what those ramps do to ACK? Do they go over something?They're just like the Canyon ramps, as I said I was combining some of the ideas from Canyon and Islands to create Tropics... Only minimal things, however.About the Hospital... I may release it someday, but it's my little creation and I'm still working on it with each chance I have.

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Thu, 19 Dec 2002 14:58:00 GMT
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heh ok just a bridge to give you a nice birds eye veiw =)

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Sat, 21 Dec 2002 13:53:00 GMT
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Well, anyways, I ran the VIS generation on it last night before I slept... Found the best way to do it, and I'll explain that some other time when I have enough time to do so.It'll be done pretty soon, hopefully before Christmas.

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Sat, 21 Dec 2002 15:25:00 GMT
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YAY!

Subject: Announcing C&C Tropics!
Posted by [Anonymous](#) on Sat, 21 Dec 2002 15:27:00 GMT
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quote:Originally posted by aircraftkiller2001:It also features underground tunnels with a light reflection technique I developedIt looks awesome, but I'm afraid it was the fine people at discreet who developed the effects.Cheers on discovering it though.

Subject: Announcing C&C Tropics!

Posted by [Anonymous](#) on Sat, 21 Dec 2002 15:53:00 GMT

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quote:Originally posted by Taximes: quote:Originally posted by aircraftkiller2001:It also features underground tunnels with a light reflection technique I developedIt looks awesome, but I'm afraid it was the fine people at discreet who developed the effects.Cheers on discovering it though. Discreet had nothing to do with this. They don't know everything possible with their Max software and neither does anyone else... But then again, with your logic, lets call everything something Discreet came up with, after all, it's their software!

Subject: Announcing C&C Tropics!

Posted by [Anonymous](#) on Sat, 21 Dec 2002 16:48:00 GMT

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quote:Originally posted by aircraftkiller2001:They don't know everything possible with their Max software and neither does anyone else...Riiaaght, So I suppose they just stumbled upon the features it currently has. I'm pretty sure they know what it can do.

Subject: Announcing C&C Tropics!

Posted by [Anonymous](#) on Sat, 21 Dec 2002 16:54:00 GMT

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quote:Originally posted by Ingrownlip: quote:Originally posted by aircraftkiller2001:They don't know everything possible with their Max software and neither does anyone else...Riiaaght, So I suppose they just stumbled upon the features it currently has. I'm pretty sure they know what it can do. You missed the point. I'm saying that they don't know exactly what is possible with the software, because of how imaginative people can be. Did Westwood foresee us making mix formatted maps from the LevelEdit and RenX software package? No, there you go...

Subject: Announcing C&C Tropics!

Posted by [Anonymous](#) on Sun, 22 Dec 2002 23:48:00 GMT

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Alright, I'm almost done. I just added the Tiberium Silos and changed the map's background so that it's inside of a tropical storm...Should be ready for beta testing tommorow.

Subject: Announcing C&C Tropics!

Posted by [Anonymous](#) on Mon, 23 Dec 2002 07:51:00 GMT

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quote:Originally posted by aircraftkiller2001:18,000-22,000id make that lessso far it just looks like

you crammed a bunch of things you thought were interesting, and it looks like there is too much open space. Maybe a good way to use the underpass is to make the bridge the only access to the barracks and the underpass the way you drive vehicles out of the WF, looks OK, just too wide open and excess things are used
