
Subject: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Greathobo](#) on Sun, 16 Apr 2006 20:49:00 GMT
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As I was going through the awesome (mostly) CP 1 and 2 maps, I noticed that the majority had huge amounts of terrain, or at the very least, very open bases. Perfect for Stealth Tank attacks, among other things. Thus, I must ponder if it really is fair for GDI on these maps. After all, an attack could hit anywhere with stealth, and so, GDI will have to defend every point and lose every encounter, or defend nowhere and lose the fight as well. Even in the best case scenario, with very, very good scouting, more GDI resources would have to be diverted to searching for the enemy attack, which would, again, severely hamper gameplay for GDI. Now, about those Mobile Sensor Arrays from TS...

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [JeepRubi](#) on Sun, 16 Apr 2006 21:15:12 GMT
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I know how to make a stealth revealer thing on a map if anyone wants to make one.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Greathobo](#) on Mon, 17 Apr 2006 01:34:47 GMT
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For now, I have to make do with sniper scopes and randomly firing shots into the scenery...

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [bisen11](#) on Mon, 17 Apr 2006 01:38:06 GMT
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Well, for base defence maps it's usually not too bad.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Blazer](#) on Mon, 17 Apr 2006 02:25:30 GMT
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Jeep Rubi wrote on Sun, 16 April 2006 17:15 I know how to make a stealth revealer thing on a map if anyone wants to make one.

So you are offering to release a stealth-hack?

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [havoc9826](#) on Mon, 17 Apr 2006 03:06:13 GMT
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The Mobile/Deployable Sensor Array wasn't available in the timeline until Tiberian Sun, so unless a map is planned for that timeline (e.g. C&C_Mutation_Redux or something from Reborn), it wouldn't really fit. If you are going to use that idea anyway, do something like making an energy spark animation appear on a stealth unit every few seconds while it's within the sensor's range. I know it's possible because there used to be a crate that did just that. If you don't use this idea, like Greathobo said, you can use the Sniper Rifle's/Ramjet's built-in directional microphone to listen for stealth tanks in the distance; you just have to be extra vigilant and know how to use it effectively.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [DarkDemin](#) on Mon, 17 Apr 2006 08:45:16 GMT
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Blazer wrote on Sun, 16 April 2006 22:25 Jeep Rubi wrote on Sun, 16 April 2006 17:15 I know how to make a stealth revealer thing on a map if anyone wants to make one.

So you are offering to release a stealth-hack?

no no no, I think he is saying like a token you pickup that reveals stealthed units.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [light](#) on Mon, 17 Apr 2006 09:59:40 GMT
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DarkDemin wrote on Mon, 17 April 2006 20:45 Blazer wrote on Sun, 16 April 2006 22:25 Jeep Rubi wrote on Sun, 16 April 2006 17:15 I know how to make a stealth revealer thing on a map if anyone wants to make one.

So you are offering to release a stealth-hack?

no no no, I think he is saying like a token you pickup that reveals stealthed units.

I was thinking more along the lines of the "Warning GDI, there is a Stealth Unit in your base" mod that was one a few servers a while back.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?

Posted by [JeepRubi](#) on Mon, 17 Apr 2006 12:23:05 GMT

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No, your all wrong. You make a couple invisible turrets shooting a rapid fire weapon (bullets are also invisible) that does 0 damage. When a stealth tank or SBH comes in range it is revealed but not damaged.

If you want to make a sensor array, just put the invisible turret ontop of the sensor and have it shoot automaticly.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?

Posted by [RTsa](#) on Mon, 17 Apr 2006 12:26:59 GMT

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That would produce quite a lot of lag, I think.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?

Posted by [Oblivion165](#) on Mon, 17 Apr 2006 13:09:19 GMT

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you just dont use geometry. Make a box turret, not the original nod turret.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?

Posted by [JeepRubi](#) on Mon, 17 Apr 2006 21:31:03 GMT

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thats what i meant.....

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?

Posted by [rm5248](#) on Tue, 18 Apr 2006 00:57:50 GMT

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The one problem I see with that is that it might not reveal all of the stealth tanks, because it might simply keep on shooting at one tank and not attack any of the others.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?

Posted by [JeepRubi](#) on Tue, 18 Apr 2006 01:44:53 GMT

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Make a couple and make them with a large spray angle, that way one could reveal a whole group of stanks/SBHs

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Goztow](#) on Tue, 18 Apr 2006 06:53:01 GMT
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To get back to the primary question: I don't like the huge maps neather, especially with a small amount of players and it seems that you'll always have a small amount of players on those maps as many still don't have them.

About NOD having stealth advantage, it all depends. You can say they have flame tank advantage on small maps. So in that case, they'd always have the advantage .

On wide open maps, GDI needs to camp much more and that's not really much fun.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Lijitsu](#) on Tue, 18 Apr 2006 07:52:51 GMT
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Goztow wrote on Tue, 18 April 2006 02:53NOD
It's Nod. Nod does not stand for anything. GDI does. Learn it.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Goztow](#) on Tue, 18 Apr 2006 08:18:54 GMT
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Lijitsu wrote on Tue, 18 April 2006 03:52Goztow wrote on Tue, 18 April 2006 02:53NOD
It's Nod. Nod does not stand for anything. GDI does. Learn it.
Yes, Mister ACK. And WISEGUY also means something.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Lijitsu](#) on Tue, 18 Apr 2006 09:10:11 GMT
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Goztow wrote on Tue, 18 April 2006 04:18Lijitsu wrote on Tue, 18 April 2006 03:52Goztow wrote on Tue, 18 April 2006 02:53NOD
It's Nod. Nod does not stand for anything. GDI does. Learn it.
Yes, Mister ACK. And WISEGUY also means something.
I know I'm wise. That's why I told you how to correctly spell Nod. As I said before: Learn it.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Goztow](#) on Tue, 18 Apr 2006 09:15:08 GMT
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I rest my case, your post says enough

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Dave Mason](#) on Tue, 18 Apr 2006 10:18:27 GMT
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Goztow wrote on Tue, 18 April 2006 10:15 I rest my case, your post says enough

You truly are an inspiration to botched lobotomy patients everywhere.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Greathobo](#) on Thu, 20 Apr 2006 01:15:23 GMT
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Lijitsu wrote on Tue, 18 April 2006 02:52 Goztow wrote on Tue, 18 April 2006 02:53 NOD
It's Nod. Nod does not stand for anything. GDI does. Learn it.
It's "The Brotherhood of Nod" and UNGDI. And Kane is also Amir.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Lijitsu](#) on Thu, 20 Apr 2006 11:51:58 GMT
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Greathobo wrote on Wed, 19 April 2006 21:15 Lijitsu wrote on Tue, 18 April 2006 02:52 Goztow
wrote on Tue, 18 April 2006 02:53 NOD
It's Nod. Nod does not stand for anything. GDI does. Learn it.
It's "The Brotherhood of Nod" and UNGDI. And Kane is also Amir.
Do you hear "Brotherhood of Nod Power Plant under attack" in the game? No? What about
"UNGDI Barracks under attack"? No? Alright then, shut up.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [m1a1_abrams](#) on Fri, 21 Apr 2006 00:54:44 GMT
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I find it kinda amusing that they spell it "The Brotherhood of NOD" both times on the press release
for C&C 3. If I was EA I'd officially change the spelling to all caps in all subsequent C&C games,
just to piss people off. Come to think of it I'd also change "GDI" to lowercase, apart from the "D",
which would remain a capital letter.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [JeepRubi](#) on Fri, 21 Apr 2006 00:57:12 GMT

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While were at it, In the C&C 3 article PC Gamer called the MCV (Mobile Construction Vehicle) a mobile command vehicle.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Greathobo](#) on Fri, 21 Apr 2006 01:56:47 GMT
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Lijitsu wrote on Thu, 20 April 2006 06:51 Greathobo wrote on Wed, 19 April 2006 21:15 Lijitsu wrote on Tue, 18 April 2006 02:52 Goztow wrote on Tue, 18 April 2006 02:53 NOD It's Nod. Nod does not stand for anything. GDI does. Learn it. It's "The Brotherhood of Nod" and UNGDI. And Kane is also Amir. Do you hear "Brotherhood of Nod Power Plant under attack" in the game? No? What about "UNGDI Barracks under attack"? No? Alright then, shut up. How can you know if it's saying "Hand of NOD" under attack or "Hand of Nod" under attack or "HaNd Of nOd" under attack? Is a whole organization named after a building? What happens if GDI takes over the Hand of Nod? Is it the Hand of GDI then? I've never heard "Hand of GDI." If you're going to carp over something as insignificant as the capitalization of a fictional organization, expect to be corrected when you're wrong.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [PlastoJoe](#) on Fri, 21 Apr 2006 02:00:17 GMT
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Mobile Construction Vehicle, Mobile Command Vehicle, tomato, tomahto.

Besides, by the sound of the article, it might not be the only mobile structure. Might as well differentiate its overall function (which only marginally makes sense). Just call it an MCV and dispense with the confusion.

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Kanezor](#) on Fri, 21 Apr 2006 02:47:50 GMT
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Greathobo wrote on Thu, 20 April 2006 21:56 Lijitsu wrote on Thu, 20 April 2006 06:51 Greathobo wrote on Wed, 19 April 2006 21:15 Lijitsu wrote on Tue, 18 April 2006 02:52 Goztow wrote on Tue, 18 April 2006 02:53 NOD It's Nod. Nod does not stand for anything. GDI does. Learn it. It's "The Brotherhood of Nod" and UNGDI. And Kane is also Amir. Do you hear "Brotherhood of Nod Power Plant under attack" in the game? No? What about "UNGDI Barracks under attack"? No? Alright then, shut up. How can you know if it's saying "Hand of NOD" under attack or "Hand of Nod" under attack or "HaNd Of nOd" under attack? Is a whole organization named after a building? What happens if

GDI takes over the Hand of Nod? Is it the Hand of GDI then? I've never heard "Hand of GDI." If you're going to carp over something as insignificant as the capitalization of a fictional organization, expect to be corrected when you're wrong.

It's displayed in the game. Why don't you read it? It quite plainly reads "Hand of Nod under attack."

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?

Posted by [Lijitsu](#) on Fri, 21 Apr 2006 16:10:24 GMT

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Kanezor wrote on Thu, 20 April 2006 22:47 Greathobo wrote on Thu, 20 April 2006 21:56 Lijitsu wrote on Thu, 20 April 2006 06:51 Greathobo wrote on Wed, 19 April 2006 21:15 Lijitsu wrote on Tue, 18 April 2006 02:52 Goztow wrote on Tue, 18 April 2006 02:53 NOD

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It's displayed in the game. Why don't you read it? It quite plainly reads "Hand of Nod under attack."

Beat me to it. Damn you Kanezor!

Subject: Re: CP 1 and 2 Maps: Biased towards Nod?

Posted by [Jaspah](#) on Sun, 23 Apr 2006 22:46:14 GMT

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lol, internet
