
Subject: Level Release: The Woods Today
Posted by [Renx](#) on Thu, 27 Apr 2006 00:14:35 GMT
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This is a conversion of the map The Woods Today, featured in Red Alert: APB, for use in Renegade.

This map features a large moonlit forest covering most of the level. Where there is not forest, there is tiberium, and you must stick to the pathways or risk traveling through the thick forest. Close to the Nod base you will find the ruins of an old Allied Ore Factory, being slowly devoured by tiberium. You might also notice that the \$1000 "sniper" characters have been removed.

Level was made by Aircraftkiller.

To save you the trouble of loading several 1280*1024 images each time you load this thread, I've just compiled them here

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Subject: Re: Level Release: The Woods Today
Posted by [Blazer](#) on Thu, 27 Apr 2006 00:25:33 GMT
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Looks w00t. I like the trees.

Subject: Re: Level Release: The Woods Today
Posted by [Chronojam](#) on Fri, 28 Apr 2006 21:42:31 GMT
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I like the lighting and presentation in general; also, the n00bjets.

Subject: Re: Level Release: The Woods Today
Posted by [Canadacdn](#) on Fri, 28 Apr 2006 22:12:45 GMT
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The map itself is beautiful, but in terms of units and things, there's not much that sets it apart from other maps, besides the removal of the ramjets, which is awesome.

Subject: Re: Level Release: The Woods Today
Posted by [Viking](#) on Fri, 28 Apr 2006 23:40:38 GMT
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COOL!

Will download later! Kinda busy now...

Subject: Re: Level Release: The Woods Today
Posted by [Aircraftkiller](#) on Sat, 29 Apr 2006 01:37:51 GMT
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Canadacd wrote on Fri, 28 April 2006 18:12The map itself is beautiful, but in terms of units and things, there's not much that sets it apart from other maps, besides the removal or the ramjets, which is awesome.

I don't believe in adding "TOW Hummers" or "Mutant Sydneys" because some people want them. C&C95 units only, please.

Subject: Re: Level Release: The Woods Today
Posted by [Deleted_](#) on Sat, 29 Apr 2006 02:33:32 GMT
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I don't know if it's just my computer again, or if the map's too dark overall. There's no lamps or lightposts anywhere, which makes me constantly drive into stuff when I'm in vehicles.

The icon for the recon bike and the refinery texture seem to be missing aswell.

Other than that, nice work.

Subject: Re: Level Release: The Woods Today
Posted by [Renx](#) on Sat, 29 Apr 2006 02:35:47 GMT
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Myself and others all seem to have those textures. Could be something missing on your end.

Subject: Re: Level Release: The Woods Today
Posted by [Spice](#) on Sat, 29 Apr 2006 07:16:49 GMT
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Some of the textures needed weren't included in the map. I only noticed the refinery texture missing.

Subject: Re: Level Release: The Woods Today
Posted by [YSLMuffins](#) on Sun, 30 Apr 2006 02:27:59 GMT
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I hope to see this map on servers, but I'm surprised. Is there no vis work? My FPS drop dramatically depending the direction I'm facing, and this is in lan mode. I should be able to maintain 60 fps easily, but occasionally on this map it drops down to 20.

I also think the ambient lighting could be increased for this map. I get headaches looking at things too dark or too bright on my LCD, and of course I up the brightness/contrast to play games.

Other than that, I like it; I love the texture work on the buildings. The layout should make for great tank battles.

Subject: Re: Level Release: The Woods Today
Posted by [Aircraftkiller](#) on Sun, 30 Apr 2006 02:58:36 GMT
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I forgot to include a few textures. Download BasinTS or another one of my recent levels and you'll have it. Most people have them, anyway...

There's no visibility sectors because they're worthless. The level extends beyond 600 meters. I'd have to check a huge area to see invisible spots and that's just too much time. The ambient lighting was set for a monitor with brightness at 70, try that. It's not meant to be very bright. Vertex lighting blows ass in Renegade and this was one of the few ways to make the terrain look great in-game.
