
Subject: crazy map im making

Posted by [futura83](#) on Sat, 12 Aug 2006 19:03:59 GMT

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ive been bored lately so i decided to create a deathmatch using some westwood C&C building set where, nod start in a pp, gdi start in the barracks, and there is no floor outside of buildings, but infantry fly instead.

it will be a mix map when it's done, and will probably be uploaded to renegadezone.com

what do you think?

p.s. here is an ingame photo: <http://www.futuramaparty.com/ScreenShot20.png>

Subject: Re: crazy map im making

Posted by [Halo38](#) on Sun, 13 Aug 2006 04:41:38 GMT

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I like your new approach to gameplay

I've also had this idea, and many many other wacky ones, I suggest you build on the ideas you have and who knows you could create a new style of play and breath a bit of life in to ren (thats really what players want) thats how my duel arena started

Back to your mod

Some ideas that may inspire you.. how about floating islands?

with low gravity soilders aswell as flying infantry jumping from floating rock to rock? zen in half-life maybe? think how this would effect the current use of weapons in ren if a beacon was planted would troops fly around rocky caves around the base of the floating island to locate it

quick concept

Maybe you could take the fantasy idea a bit further

or

http://www.nearworlds.org/gallery/terragen_floating.jpg

Good luck, go develop some great ideas

Subject: Re: crazy map im making
Posted by [jnz](#) on Sun, 13 Aug 2006 04:51:19 GMT
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if i beacon was planted on somewhere that is not solid ground what would happen? would the beacon just fall so you couldn't disarm it? i like the low gravity concept but you would have to edit scripts.dll(i think). i dont like the idea of just flying though, i think you should fall if you dont make a rock, because you would get a n00b team just hiding. like on MP-Gaming[Mission] (M10.mix)

Subject: Re: crazy map im making
Posted by [LR01](#) on Sun, 13 Aug 2006 09:29:03 GMT
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LOL
no, the beacon, when planted, stands
(I once placed a beacon an a vec, drove the vec away)
The beacon was just floating in the air!

Well, Renegade Engine...

Subject: Re: crazy map im making
Posted by [futura83](#) on Sun, 13 Aug 2006 10:32:14 GMT
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on this thought you cant plant a beacon while flying.

but fortunately enough, there is script zones at every entrance to every building where, if you leave the building you fly, when you enter it you land.

also, you cant see it but there is a plane which is hidden and has only one physical setting: vehicle, just so its possible to drive vehicles about.

i'll have to add a platform where you can buy vehicles or get vehicle spawners, as you cant get in vehicles as a flying infantry.

oh, and, btw, i will create another different map of the same type and see how that works out.

also, there is an invisible barrier to stop people going too high/far off the map.

Subject: Re: crazy map im making

Posted by [futura83](#) on Sun, 13 Aug 2006 13:09:24 GMT

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ive released the beta version.

currently at http://www.futuramaparty.com/C&C_Flying_DM.mix - File Size: 3.25 MB

Subject: Re: crazy map im making

Posted by [icedog90](#) on Sun, 13 Aug 2006 19:30:10 GMT

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Halo38, that inspires me...

Subject: Re: crazy map im making

Posted by [Halo38](#) on Mon, 14 Aug 2006 11:48:33 GMT

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icedog90 wrote on Sun, 13 August 2006 15:30Halo38, that inspires me...

you know i was in the shower today and i couldn't stop thinking about this type of map too! sooooo many ideas!

I'm seriously considering something like this too but with vehicles aswell i'm interested to hear what you come up with too

Subject: Re: crazy map im making

Posted by [JeepRubi](#) on Mon, 14 Aug 2006 14:21:04 GMT

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I want to try one, exsept it will never get finished, i know it.

Subject: Re: crazy map im making

Posted by [Halo38](#) on Mon, 14 Aug 2006 15:15:03 GMT

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the17doctor wrote on Sun, 13 August 2006 09:09ive released the beta version.

currently at http://www.futuramaparty.com/C&C_Flying_DM.mix - File Size: 3.25 MB

I tried it, will you be taking it any further?

players can shoot through the walls you know you also have no physical collision on the WF smoke stacks

Subject: Re: crazy map im making
Posted by [futura83](#) on Mon, 14 Aug 2006 15:49:14 GMT
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stupid that is(the no collision)

i will probably take it a bit further.

what do you suggest i add to it?

Subject: Re: crazy map im making
Posted by [futura83](#) on Mon, 14 Aug 2006 16:29:22 GMT
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i dont know whats gone wrong, but everytime i go to export it as a mix file now, i'll load up the map, yet the terrain wont be there.

this is getting really frustrating as i have used the same method i used for the beta release.

Subject: Re: crazy map im making
Posted by [LR01](#) on Mon, 14 Aug 2006 18:12:25 GMT
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Well, I have that somethings to... its very very odd...
supposed to fix itself...

och.. and..
for the walls,
the best is (I think) making a new wall around it.
Just a box (Booleaned)

Subject: Re: crazy map im making
Posted by [Sn1per74*](#) on Tue, 15 Aug 2006 02:20:52 GMT
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You could have the land with all collision attached to it, the floating island things. Then have an invisible plane with just vehicle collision on it so it would look as if the vehicles were floating.

Subject: Re: crazy map im making
Posted by [Halo38](#) on Tue, 15 Aug 2006 03:09:19 GMT
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the17doctor wrote on Mon, 14 August 2006 11:49
i will probably take it a bit further.

what do you suggest i add to it?

it's not about just adding stuff to it personally i like to see a style or some ideas to come across in the visual look of a map

C&C_bio has a dirty feel to fit the theme of bio tech centers and tiberium monsters

in C&C_tropics the environment feels very vast like it really is set on a small island during a tropical storm.

an C&C_ancients has a mysterious feel to it

Do you think you can modify your map to fit a theme or make it 'feel' like it's not just a bunch of mesh and texture??

Subject: Re: crazy map im making
Posted by [xptek](#) on Tue, 15 Aug 2006 06:49:23 GMT
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Just make sure you have a few semi-large island so there could be some decent infantry playing. Also, what about vehicles?

Subject: Re: crazy map im making
Posted by [futura83](#) on Tue, 15 Aug 2006 10:43:57 GMT
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Sn1per74(2) wrote on Mon, 14 August 2006 21:20 You could have the land with all collision attached to it, the floating island things. Then have an invisible plane with just vehicle collision on it so it would look as if the vehicles were floating.

already done that

Halo38 wrote on Mon, 14 August 2006 22:09the17doctor wrote on Mon, 14 August 2006 11:49
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i have no idea how i'd do that...

Subject: Re: crazy map im making
Posted by [thrash300](#) on Tue, 15 Aug 2006 23:59:30 GMT
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Halo38 wrote on Mon, 14 August 2006 04:48icedog90 wrote on Sun, 13 August 2006 15:30Halo38, that inspires me...

you know i was in the shower today and i couldn't stop thinking about this type of map too! sooooo many ideas!

I'm seriously considering something like this too but with vehicles aswell i'm interested to hear what you come up with too

LOL Just a thought imagine Orcas,Apaches, Transports, trying to run, or I should say, hit an infantry in mid air, LOL. If the new map were to have any flying vehicles, you should definety increase their armor.

Subject: Re: crazy map im making
Posted by [Halo38](#) on Wed, 16 Aug 2006 09:15:30 GMT
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the17doctor wrote on Tue, 15 August 2006 06:43Sn1per74(2) wrote on Mon, 14 August 2006

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The more you do it the easier it gets

first think of the environment that you wish to create draw sketches or copy reference images

ask yourself questions, think of how the environment will look, how will it sound, how will players feel when they play it..

and the best way of all is to ask yourself "why does this suck?" i do it all the time lol

the floating islands environment i'm imagining would be large and airy i would use various wind sounds for different floating islands depending on what was on them, when jumping from small rocks to other small rocks the player would feel in a bit of a precarious situation so I would increase the volume of the wind making it sound stronger to increase the tension of the situation

There are some ideas to get you thinking

Subject: Re: crazy map im making

Posted by [Sn1per74*](#) on Wed, 16 Aug 2006 22:50:40 GMT

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You could put buildings on huge platforms like on the Jetsons!

Subject: Re: crazy map im making

Posted by [Veyrdite](#) on Sat, 19 Aug 2006 10:30:36 GMT

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normally when you crouch and point the rocket launcher down it fires beneath the floor, i wonder what would happen with this map....

oh and if you are scripting a floating matrix can you add a secondary fire to every weapon or just a shortcut key that you hold when colliding with an object with no settings for collision so you just kung-foo kick off?

or maybe script a powerup that turns the level upside down only for the people whom pick it up, maybe even one that makes your gravity change to a entirely random position i.e. diagonally.

these are only suggestions, not orders and i dont think i will be able to script anything for it until i read the 9999999pg manual.

please note that this was posted half way through the list of posts above.
