
Subject: Thinking of remaking C&C_City_Flying
Posted by [Viking](#) on Thu, 08 Feb 2007 03:13:54 GMT
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I want to remake it so it looks better. So that the buildings have more in them than just some bland hallways. Maybe you can get to the roof of the buildings? Maybe add some more to the map.

Discuss.

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [R315r4z0r](#) on Thu, 08 Feb 2007 03:32:01 GMT
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I have always wanted to do a re-battle for City Flying.

With the bridge collapsed, some of the buildings in ruins, and less room for a base (therefore less base buildings)

I thought it would be pretty cool..

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Ryu](#) on Thu, 08 Feb 2007 05:52:14 GMT
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Go for it!

No one here is stopping you, And I for one would like to see something new.

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [IronWarrior](#) on Thu, 08 Feb 2007 05:57:01 GMT
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I like this re-battle theme with the bridge destroyed, also make the main base defences destroyed, maybe only turrets and small guard towers left.

And maybe no flying?

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [PlastoJoe](#) on Thu, 08 Feb 2007 06:02:16 GMT
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Sounds like something that would be named "City_FlyingTS." Thirty years later, tiberium has

taken over and everything's gone to crap.

- More sniping places in the buildings, maybe from actual windows instead of giant rectangles.
- More weird atmospheric stuff so we can see how messed up it is...meteors maybe in the background, blue tiberium, ion storms, etc.
- Tiberium fields bordering the bases so that there's really one uncontaminated way in to each.

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Theboom69](#) on Thu, 08 Feb 2007 07:44:37 GMT
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Maybe have tib growing on the bulding's like mold i think that look cool.

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [icedog90](#) on Thu, 08 Feb 2007 07:53:52 GMT
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Just don't do something like this...

<http://www.renegadeforums.com/index.php?t=msg&th=252&start=0&rid=634>

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Ryu](#) on Thu, 08 Feb 2007 08:20:31 GMT
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icedog90 wrote on Thu, 08 February 2007 01:53Just don't do something like this...

<http://www.renegadeforums.com/index.php?t=msg&th=252&start=0&rid=634>

I DISLIKE U !

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [reborn](#) on Thu, 08 Feb 2007 13:00:48 GMT
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Why stop there? Do the whole westwood rotation...

Would be cool to play on each map as if time had passed... buildings decaying, environment changed.

Nod vrs GDI revisiting the same maps, but years later...

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [CarrierII](#) on Thu, 08 Feb 2007 17:17:08 GMT
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I spy a mod team call comming up. Oh, Alex, it's "I DESLIKE.."

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [IronWarrior](#) on Thu, 08 Feb 2007 17:36:26 GMT
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CarrierII wrote on Thu, 08 February 2007 11:17I spy a mod team call comming up. Oh, Alex, it's "I DESLIKE.."

Am shocked that no one has used "I DESLIKE YOU" as a clan name yet.

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [jnz](#) on Thu, 08 Feb 2007 18:47:44 GMT
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im starting a new clan:

IDESLIKEYOU01 will be me

IDESLIKEYOU02 will be someone else etc etc...

you would have to direct connect to the server you want to play on ofc

i just regersterd the name "ideslikeu" so if you see me in game, you know who i am

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Ryu](#) on Thu, 08 Feb 2007 19:36:05 GMT
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CarrierII wrote on Thu, 08 February 2007 13:17I spy a mod team call comming up. Oh, Alex, it's "I DESLIKE.."

I DISPISE U x2 !

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Jerad2142](#) on Thu, 08 Feb 2007 19:51:02 GMT

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Wow, this topic really came off track, and yes I really think it would be cool for you to make a map of city a few years in the future. You could have a random visceroid running around the level just to add to the fun (or a lot to add more fun).

Canyon and complex would also be ok to do this to; the tunnels in Complex could have caved in. And the canyon bases could be falling apart (this one would be harder to do though).

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Viking](#) on Thu, 08 Feb 2007 20:13:31 GMT

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OK! Maybe I can add some of the beta vehicles? Like the medium tank and the mammoth tank and they nod buggy! Visible drivers too!

Also yah a mod team, with enough people maybe remake all the original renegade maps? C&C_Walls_Flying_TS and such!

Also where can I download the renegade buildings in gmax forums and what is the max amount of pollios I should go for?

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [JeepRubi](#) on Thu, 08 Feb 2007 21:28:41 GMT

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I would love to help, but im really tied up with mod stuff.

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Viking](#) on Thu, 08 Feb 2007 21:46:32 GMT

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APB can wait...

On city should I add underground subway tunnels or something?

Also is there a way to get the map in gmax so I can just mod it insted or completly remaking it because than stuff might not be the same sizes.

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Oblivion165](#) on Thu, 08 Feb 2007 21:56:23 GMT
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Sounds great, a subway system would be a nice add. Even if it didn't operate.

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Viking](#) on Thu, 08 Feb 2007 22:11:51 GMT
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K. I am probably going to add.

- Old Nod buggy with visible driver
- Old med tank
- Old mammoth tank!
- Nod cargo truck cus it looks cool and is a excuse for visible drivers

Might add
-Helipads
-Service Depot

Other stuff too maybe? I don't know...

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Cpo64](#) on Thu, 08 Feb 2007 22:15:48 GMT
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You can use a w3d importer, but last time I used one, they always messed up the textures. This was years ago of course, so I'm not sure if there have been any improvements.

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Canadacdn](#) on Thu, 08 Feb 2007 22:24:28 GMT
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Nope, the W3D importer still sucks balls.

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [sharra](#) on Thu, 08 Feb 2007 23:48:14 GMT
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were you can get up on top of the building by your base make briges to the buildings that are acting like walls and maybey put a bunker or two up there and make it so you can tipe a command in and a guard tower or something pops up

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Viking](#) on Fri, 09 Feb 2007 04:22:53 GMT
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Typing stuff in is server side.

EDIT: OMG I GOT A COOL IDEA! Remake Islands and add the gunboat for GDI and that sub frome level 4 with the ship for NOD!

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Veyrdite](#) on Fri, 09 Feb 2007 05:49:25 GMT
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throw in the giant single-player air and a crashed drop plane surrounded by sams. now all you need is a giant viceroid in the middle of the destoryed bridge. 3000 credi for killin!

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Viking](#) on Fri, 09 Feb 2007 19:50:51 GMT
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No.

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Theboom69](#) on Fri, 09 Feb 2007 19:57:27 GMT
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Im A gr8 PT editor i know how to make it work.

Subject: Re: Thinking of remaking C&C_City_Flying
Posted by [Veyrdite](#) on Sun, 11 Feb 2007 08:51:44 GMT

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Quote: No.
Dahm (not the wet type)
