Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Thu, 23 Jan 2003 18:26:00 GMT
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This map was the first map that Westwood made... A friend of mine at Westwood made it and he has given me the right to call it mine, just like the other maps I own.If you want to see it, take a look!http://www.n00bstories.com/image.fetch.php?id=2109272357I have more to show later... I'll begin finishing this map once I finish that System Shock deathmatch.

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Thu, 23 Jan 2003 19:31:00 GMT
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meh, its ok, but clearly the first.

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Thu, 23 Jan 2003 21:11:00 GMT
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 Looks pretty good kinda small and cluttered tho but I wouldnt mind playing it   when its done

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Thu, 23 Jan 2003 23:18:00 GMT
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you guys look close enough, it should be familiar...the GDI side of the map is the tutorial level, minus the helipad, and some minor changes

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Fri, 24 Jan 2003 01:24:00 GMT
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wow..looks cool

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Fri, 24 Jan 2003 05:51:00 GMT
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hmm - Aircraftkiller - how about making more original maps than re-hashing old westwood maps -

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Fri, 24 Jan 2003 05:54:00 GMT
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heh, why would he, he can live large until his supply runs thin   j/k

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Fri, 24 Jan 2003 05:55:00 GMT
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quote:Originally posted by Dante:you guys look close enough, it should be familiar...the GDI side of the map is the tutorial level, minus the helipad, and some minor changes   Actually, if you look even closer...There's a helipad too

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Fri, 24 Jan 2003 13:08:00 GMT
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quote:Originally posted by StoneRook:hmm - Aircraftkiller - how about making more original maps than re-hashing old westwood maps -   list of finished original maps by ACK:1.Country Meadow2.River Raid3.Eglin AFBrecent maps4.Tropics5.DMConyard

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Fri, 24 Jan 2003 15:34:00 GMT
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Thats True,Ack Finished Maps Started modelwise by WW:MinesGlacierBunkers (I think)

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Fri, 24 Jan 2003 16:04:00 GMT
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dont froget beach.My fav ACK maps: Beach, ConYard TeamDM (The one with the PP)The rest I dont care fore, although tropics was nicely done, lacked the fps feel.

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Fri, 24 Jan 2003 22:57:00 GMT
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Looks pretty good to be the First Map ever. Hope you finish both the System Shock and that one too (I need new maps to play!!)

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Fri, 24 Jan 2003 23:04:00 GMT
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quote:Originally posted by Dante:you guys look close enough, it should be familiar...the GDI side of the map is the tutorial level, minus the helipad, and some minor changes   I did notice that. But when I thought that my mind was just playin' tricks on me because of my lack of sleep and food.Anyhoo, is that a prison center!? Where can I get that?

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Fri, 24 Jan 2003 23:37:00 GMT
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Acording to ACK, the thing in the middle is actually the Mutant Lab.And he has said that he wont be releasing it.Aparently, it doesnt actually do anything but he is working to see just how much of the Mutant logic is still left.It is a pretty cool map though.

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 00:11:00 GMT
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quote:Originally posted by StoneRook:hmm - Aircraftkiller - how about making more original maps than re-hashing old westwood maps -   yoiu should know. were trying to complete the game. adding gamemodes WW never did. finishing maps they never did.

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 13:00:00 GMT
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Why not?You could at least release the meshes for the mutant lab... [January 25, 2003, 13:02: Message edited by: Seagle]

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 13:05:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Halo38:very cool mutant labs and all!, any chance of getting a few close up pics of that mutant lab to us ack?????I'll give a go reconstructing it from scratch if you aint got no plans for it, i got a few things i could use that for.........cheersNo.ok, fair playGot to do it with out the pics then, cheers for the first one anyway. [January 25, 2003, 13:07: Message edited by: Halo38]

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 13:12:00 GMT
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cough cough:: w4nk3r ::

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 13:14:00 GMT
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That maps gonna be **** for gameplay.Look near the tib and the weapons.1 nuke and there gone.looks real easy to get in the tib.nods base might be good cant tell from that pic.doesnt matter i doubt ill want to play there.

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 13:24:00 GMT
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quote:Originally posted by Seagle:Why not?You could at least release the meshes for the mutant lab...I could, but I'm not going to.The reasons are simple: I haven't seen anyone dedicated enough to this game who would actually put them to good use.You show me some map maker(s) who have done more than like three maps which don't suck ass (AllGusto), and I'll release the Mutant Lab to the public. I refuse to release things that won't be used properly.

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 13:29:00 GMT
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Well at least one thing never changes there all "**** **** crap bollocks ass" levels which are bad for gameplay.... have a good day

---

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 13:33:00 GMT
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quote: I refuse to release things that won't be used properly. Well aint you lucky Westwood isnt like that.If they were thered be no chance of you getting anything from them.

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 13:33:00 GMT

My brother would use them properly, your problem is you dont give people a chance.....People would think you were a much nicer guy if you just didnt ripp people constantly and look down on them.You say that you dont care if people dont like the way you act, if so then just carry on and act how you have been acting but in the end it will be your downfall. The only people who will look up to u are the n00bs right at the bottom of the community.

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 13:34:00 GMT

quote:Originally posted by aircraftkiller2001: quote:Originally posted by Seagle:Why not?You could at least release the meshes for the mutant lab...I could, but I'm not going to.The reasons are simple: I haven't seen anyone dedicated enough to this game who would actually put them to good use.You show me some map maker(s) who have done more than like three maps which don't suck ass (AllGusto), and I'll release the Mutant Lab to the public. I refuse to release things that won't be used properly.you have a fair point, but dont be so strict, i'm in the process of creating a series of sniper only maps for Milk Bandits that hope fully will not 'suck ass' i plan on using the bio tech center available on renegade realm, but seeing the mutant lab has give me an influx of ideas for new layouts of terrain as i guess it has another door on the other side?? if not ill make it have one   [January 25, 2003, 13:50: Message edited by: Halo38]

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 13:41:00 GMT

quote:Originally posted by aircraftkiller2001:The reasons are simple: I haven't seen anyone dedicated enough to this game who would actually put them to good use.You show me some map maker(s) who have done more than like three maps which don't suck ass (AllGusto), and I'll release the Mutant Lab to the public. I refuse to release things that won't be used properly.[/QB]Well, if you want to be tight fisted, that's your perogative since WW gave you the map.But I dont think the risk of an asset being used "improperly" is any reason to hold it back. It'll never be used at all if it's not released...

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 13:46:00 GMT

Maybe if he released the mutant lab soem could use it as a mutant spawn point that fire at everyone.

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 20:57:00 GMT
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Well Halo38 i think you should just rebuild the lab... you are good at thouse kinda things any way... maybe ACK could show some more close up pics....

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sat, 25 Jan 2003 21:28:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Seagle:Why not?You could at least release the meshes for the mutant lab...I could, but I'm not going to.The reasons are simple: I haven't seen anyone dedicated enough to this game who would actually put them to good use.You show me some map maker(s) who have done more than like three maps which don't suck ass (AllGusto), and I'll release the Mutant Lab to the public. I refuse to release things that won't be used properly.My maps sucks ass because I'm not good at creating. I can model like the devil but I can't design. All my maps I have thought of are kind of like walls. Though I am making one that is promising. If I had better ideas my maps would be good. The best thing I have thought of is a DM space station. I seem to like fighting on narrow over head walkways. My promising map is called C&C_Tiber_River. Tiberium was named after the Tiber River where it was first dicovered. It probably wont be complete for a while. I have a lot of testing to do. It just feels kind of emty. It's only about 6000 polys right now and probably wont get bigger than 8000. I've been very conservative. Both bases have so many over head walkways it looks like a metropolis.

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sun, 26 Jan 2003 00:06:00 GMT
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very cool mutant labs and all!, any chance of getting a few close up pics of that mutant lab to us ack?????I'll give a go reconstructing it from scratch if you aint got no plans for it, i got a few things i could use that for.........cheers

---

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sun, 26 Jan 2003 00:34:00 GMT
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quote:Originally posted by Halo38:very cool mutant labs and all!, any chance of getting a few close up pics of that mutant lab to us ack?????I'll give a go reconstructing it from scratch if you aint got no plans for it, i got a few things i could use that for.........cheersNo.

Subject: Announcing the first map ever designed for Renegade, C&C

Posted by Anonymous on Sun, 26 Jan 2003 07:16:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Seagle:Why not?You could at least release the meshes for the mutant lab...I could, but I'm not going to.The reasons are simple: I haven't seen anyone dedicated enough to this game who would actually put them to good use.You show me some map maker(s) who have done more than like three maps which don't suck ass (AllGusto), and I'll release the Mutant Lab to the public. I refuse to release things that won't be used properly.He does have a point, not only are there few capable mapmakers, but they might not have any use forsomething like that mutant lab.I released my bio lab a while ago, and have never seen it in any other maps(besides one I'm making). [January 27, 2003, 12:59: Message edited by: OrcaPilot26]

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sun, 26 Jan 2003 07:27:00 GMT
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Well, gee, ACK are you going to force me to make my own, then?

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sun, 26 Jan 2003 14:37:00 GMT
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quote:Originally posted by Taximes:Well, gee, ACK are you going to force me to make my own, then?   Go ahead if you want, but you'll never make the interior or exterior properly.

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sun, 26 Jan 2003 16:57:00 GMT
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oh well i think we should just let the lab go.... just let it be in one map.. kinda cool that only one map will have that lab

---

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sun, 26 Jan 2003 17:19:00 GMT
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Can ya give us a set date to when the map will be out?

Subject: Announcing the first map ever designed for Renegade, C&C

Posted by Anonymous on Sun, 26 Jan 2003 17:51:00 GMT
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quote:Originally posted by aircraftkiller2001:   quote:Originally posted by Taximes:Well, gee, ACK are you going to force me to make my own, then?   Go ahead if you want, but you'll never make the interior or exterior properly.I already have an exterior, and it wasn't too difficult to make, but I did purposely make the domes more rounded because I thought it looked better.I also added some cables like the SP version had so it didn't look so plain.I'm not even attempting to replicate the interior anywhere near perfectly, though - I haven't seen it   [January 26, 2003, 18:30: Message edited by: Taximes]

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sun, 26 Jan 2003 17:56:00 GMT
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show us a pic   please... i would like to see the inside

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Sun, 26 Jan 2003 18:12:00 GMT
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I wanted to say this a while ago:It looks like the tutorial map but in a complete version =)

Subject: Announcing the first map ever designed for Renegade, C&C
Posted by Anonymous on Mon, 27 Jan 2003 09:21:00 GMT
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quote:Originally posted by bouncer24:Well Halo38 i think you should just rebuild the lab... you are good at thouse kinda things any way... maybe ACK could show some more close up pics....   I plan to, I can do all the gmax work, i'm not so sure on how to link the different parts of the building when they are in seperate files?!? i'll have to make it all in one file. I also enhanced the picture and have some good idea about ALL the exterior detail and dimensions, i belive the silo shaped objects are octagonal,I just have so many issues with the commando editor, it gets up my nose as i'm sure you will be able to tell from 'C&C_Temple_DM.mix', i'm going to start a new topic so "hopefully" i can fix them.