
Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 02:10:00 GMT
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im going to do a map, nothing special, probably something to throw in the recycle bin...here is the early pics of it, tell me, should i finish it, or just throw it away
now.<http://www.havocide.com/dante/dantemap00.jpg> <-- is the "rough" drawing
<http://www.havocide.com/dante/dantemap01.jpg>
<http://www.havocide.com/dante/dantemap02.jpg>the last two are my progress so far, btw..
texturing was just slapped on there so it wasn't TOO colorful, so don't say nothing about that
so, what do you think??? a keeper? [January 27, 2003, 02:11: Message edited by: Dante]

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 02:13:00 GMT
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for your first attempt dante... good... good...

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 04:17:00 GMT
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Cool!! So there IS someone else who uses MSPaint to design their map layout!!!

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 04:52:00 GMT
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I like maps that you can attack from more ways.One note I think GDI can camp at the Hand Of Nod from far away and Nod got nothing to camp... I prefer you to switch the Airstrip with the HON.

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 05:00:00 GMT
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Nice layout Dante --if you need help with it -- i'm currently in between gig's.

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 05:26:00 GMT
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Obelisk is facing the wrong way, and I'd make the rock in the centre larger. I like it though.

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 05:33:00 GMT
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Good job for a first map, but you have the same problem I had on my first map. You need to crunch the bases so the buildings are closer together. RenX has the perspective off so you can't really tell, but those buildings should be right up next to each other. Look at it in commando- you'll see. Good luck!

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 07:07:00 GMT
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Looks like a good design, but in the model IMO, it looks like you're starting too big. I would scale everything except the buildings down, and move the buildings closer together. No one likes having to run long distances to get from building to building :S

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 07:41:00 GMT
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Looks good the first impression of the map will depend of the textures so just use the ones from Always.dat (cause they are the basic ones used in renegade and look the best).

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:00:00 GMT
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ok, decided that i would "beef" up that center rock, by adding a way to get to the top via tunnel, and put a nice giant defensive post up there, so who ever rules that with nice infantry, will pretty much rule the map. i still have alot of work, so don't judge it "too" harshly

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:17:00 GMT
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whispers to Dante "I can't look good if you keep making begainer maps like these!!!"

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:31:00 GMT
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quote:Originally posted by Dante:ok, decided that i would "beef" up that center rock, by adding a way to get to the top via tunnel, and put a nice giant defensive post up there, so who ever rules that with nice infantry, will pretty much rule the map.i still have alot of work, so don't judge it "too" harshly yes yes! Allow infantry to have more of an influence on vechile battles (as not everyone can have a tank), attacking from above etc. normally on ww maps you have a high chance of getting run over if your an infantry man vs a tank.

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:33:00 GMT
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Looks nice but I would like the buildings a little closer together.Not like glacier where its a 40 sec run to get the tank you just bought.Yours isnt that far but its farther than I like.And NH this means youll just have to try harder.

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:33:00 GMT
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yeah, im gonna scrunch the bases, and add some more buildings, probably make these have full bases.

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 11:06:00 GMT
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As long as you cant kill more than 1 building with a beacon ill be more than happy.

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 13:38:00 GMT
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hey dante add some more big rocks so the terrain doesnt go out of eyesight or whatever. Put some rocks in that form ridges and canyon kinda thingsand then have tunnels through them and ramps to the top of them like in walls. Hey u could even cut one side off and make it a beach. sort of like a doomsday hting with loads of vehicle blockers and turrets. hope that gives u some inspiration

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 14:14:00 GMT
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It is much too big. You must crunch the bases together. Also, the character may only see about 200... (meters?) into the field. My map is 210 meters long and if you stand at the back of one base you can just barely see the back of the other. My map is a failure though. I did the texture wrong so I have to retexture everything. Plus you can easily base 2 base. And it's called "C&C_Tiber_River" so it has a river running through it. The map is surrounded by mountains and it looks really funny with a river going through a mountain. Plus I didn't have very many ideas so my map is kind of empty. I gave up on it. I didn't have a plan. I just made it up as I went along (really stupid.) I never thought of using paint to plan ahead. It's my second map. My first map was good but... all it was was a big empty field with two bases with concrete walls around them and an overhead walkway.

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 14:22:00 GMT
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quote:Originally posted by dead4ayear2: My map is a failure though. I did the texture wrong so I have to retexture everything. Plus you can easily base 2 base. And it's called "C&C_Tiber_River" so it has a river running through it. Wait, are you making Tiber River? Another person just said that he's almost finished with "Tiber_River", I could be wrong you know.

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 14:34:00 GMT
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yeah I heard Flamin Yawn say that

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 14:35:00 GMT
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quote:Originally posted by Laser2150: quote:Originally posted by dead4ayear2: My map is a failure though. I did the texture wrong so I have to retexture everything. Plus you can easily base 2 base. And it's called "C&C_Tiber_River" so it has a river running through it. Wait, are you making Tiber River? Another person just said that he's almost finished with "Tiber_River", I could be wrong you know. Nnnnnnnooooooooooooo!!!!..... Oh well. That map is in the can anyhow. I hope his map is good. Tiberium is named after the Tiber river where it was first discovered. He better put a lot of Tiberium and trees in it.

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 14:36:00 GMT
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quote:Originally posted by Laser2150: quote:Originally posted by dead4ayear2: My map is a failure though. I did the texture wrong so I have to retexture everything. Plus you can easily base 2 base. And it's called "C&C_Tiber_River" so it has a river running through it. Wait, are you making Tiber River? Another Person just said that hes almost finished with "Tiber_River" , i could be wrong you know. Yeah, I just finished exporting it to a mix for the guy and he is releasing it now...

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 15:21:00 GMT
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quote:yes yes! Allow infantry to have more of an influence on vehicle battles (as not everyone can have a tank), attacking from above etc. normally on ww maps you have a high chance of getting run over if your an infantry man vs a tank. Actually, I am quite good at avoiding getting squished.....every once in a while I take out a hummer with just a pistol. [January 27, 2003, 15:22: Message edited by: DeafWasp]

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 15:24:00 GMT
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It is Possible, as long as they don't use the gun! Looking Nice Dante! Idea- Make A script zone that gives the team controlling it a additional 2 bucks every second. Also Add Pts so it could be like a recon Base! "He who Controls the middle, Controls the game " [January 27, 2003, 15:26: Message edited by: Laser2150]

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 15:33:00 GMT
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quote:Originally posted by Laser2150: It is Possible, as long as they don't use the gun! Looking Nice Dante! Idea- Make A script zone that gives the team controlling it a additional 2 bucks every second. Also Add Pts so it could be like a recon Base! "He who Controls the middle, Controls the game " already planned on PT's and it will be a "recon" base in a sense.

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 15:47:00 GMT
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Dante , i need to talk to you! speak to me on MSN ok?Its about Blaze rotate!

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 15:54:00 GMT
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I wish I could create a map, but my computer simple can't handle it. I had some nice idea's for a few maps too.Anyway, back to subject. Good map Dante, great for a first attempt (and what an attempt)

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Mon, 27 Jan 2003 22:42:00 GMT
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ok, redoing the main terrain tonight, played around with some tunneling stuff today, and this is what i kinda got, this won't be in the map, but it looks kewl
eh?http://www.renevo.com/tmp/inside2.jpghttp://www.renevo.com/tmp/inside3.jpgw333333333333333333

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Tue, 28 Jan 2003 06:31:00 GMT
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cool... go for it! (remember me??? hehehe)i want to make a map i got a deadly idea... but im too stupid! (lol) virus got rid of gmax and i have no time and lazy i think im missing something....

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Tue, 28 Jan 2003 12:23:00 GMT
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Keep on Making it.... Looks Good So Far

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Wed, 29 Jan 2003 09:28:00 GMT
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Outside needs a bit of work (Maybe cut into paths, trees etc..), but the insides are very impressive

Subject: Screw it, everyone else is doing, I want to too :P
Posted by [Anonymous](#) on Wed, 29 Jan 2003 10:05:00 GMT
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quote:Originally posted by Laser2150:It is Possible, as long as they don't use the gun!
Looking Nice Dante!Idea- Make A script zone that gives the team controlling it a additional 2
bucks every second. Also Add Pts so it could be like a recon Base! "He who Controls the middle,
Controls the game "No, they can use the gun, I still win.And make it a thing you get in to and it
gives you 10 credits a second. That would really intensify tha game. And make what ever you
get in to be able to be detroyed and respawn.
