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Subject: C&C Zeppelins

Posted by [Doitle](#) on Tue, 19 Jun 2007 02:22:37 GMT

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Yeah, this is an old map idea I had from a long time ago. I finally started working on it again. Basically, two zeppelins floating in the air. Nod and GDI fight from the platform hanging below.

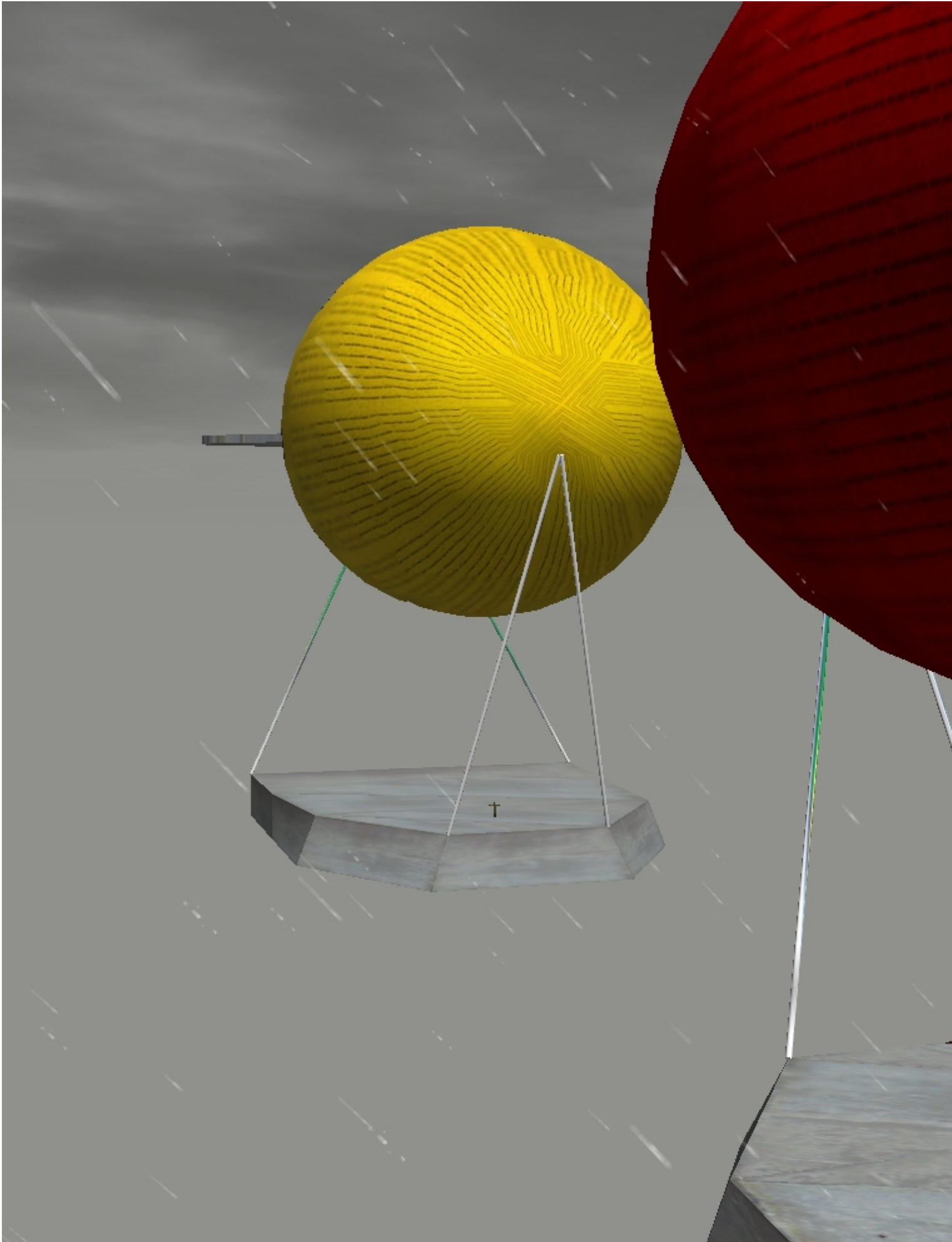
Yeah I know about the Westwood logo on the ropes. They ARE textured, I just forgot to put it in the leveledit folder for this test. Anyhow I'm still working on the battle dynamic. Maybe jetpacks or something. Also each Zeppelin ahs a cut away in the underside where vehicles are spawned. Most likely Flying vehicles considering the lack of ground lol... Also there'll probably be like a pedastal or a console or something on each platform that ends it. Who wouldn't want to see a zeppelin get hit by a nuclear missile?

So yeah... that's my map idea... I'm working on it... Any input or suggestions would be welcome as I am still trying to figure out the actual battle dynamic still.

#### File Attachments

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1) [zepppps.jpg](#), downloaded 673 times



Subject: Re: C&C Zeppelins  
Posted by [BlueThen](#) on Tue, 19 Jun 2007 02:23:55 GMT  
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Add some walls and some neat grenades like throwing sandbags. lol!

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Subject: Re: C&C Zeppelins  
Posted by [Doitle](#) on Tue, 19 Jun 2007 02:24:36 GMT  
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Yeah that platform won't just be bare. There'll be stuff on there I just am still trying to plan it out right now.

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Subject: Re: C&C Zeppelins  
Posted by [Viking](#) on Tue, 19 Jun 2007 02:35:36 GMT  
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ZOMG PUT BOXES!!1!ONE!!

Also, make the balloons have health?

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Subject: Re: C&C Zeppelins  
Posted by [BlueThen](#) on Tue, 19 Jun 2007 02:37:35 GMT  
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Dude! Make a destroyable/repairable bridge! That'd be awesome! XD The map looks pretty cool though.

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Subject: Re: C&C Zeppelins  
Posted by [Viking](#) on Tue, 19 Jun 2007 02:38:15 GMT  
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Yeah a bridge yeah yeah!!!

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Subject: Re: C&C Zeppelins  
Posted by [Cpo64](#) on Tue, 19 Jun 2007 02:55:05 GMT  
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I once had a series of maps like this, I had a Nod Hovering Airstrip, and a GDI Air Cruiser, both with automatic and player controlled Air to Air defences.

The problem I came up with is making the maps interesting and not just a straight run at each other. One had the two platforms nessesled in a series of valley's but there wasn't really a way to do it and have it look realistic.

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Subject: Re: C&C Zeppelins  
Posted by [Sn1per74\\*](#) on Tue, 19 Jun 2007 03:29:52 GMT  
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Put like walls facing each other on each of teh zeppelins. OR! you should make the zeppelins move and spin around and stuff, then when the zeppelins get in the right position a bridge deploys between them. Then after a while they move again and the bridge gets destroyed. When it is destroyed each team has time to build up there defences for the next bridge deployment.

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Subject: Re: C&C Zeppelins  
Posted by [BlueThen](#) on Tue, 19 Jun 2007 03:32:06 GMT  
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Sn1per74(2) wrote on Mon, 18 June 2007 22:29Put like walls facing each other on each of teh zeppelins. OR! you should make the zeppelins move and spin around and stuff, then when the zeppelins get in the right position a bridge deploys between them. Then after a while they move again and the bridge gets destroyed. When it is destroyed each team has time to build up there defences for the next bridge deployment.  
Build up their defenses?

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Subject: Re: C&C Zeppelins  
Posted by [Sn1per74\\*](#) on Tue, 19 Jun 2007 03:40:18 GMT  
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Like tanks and crap... defenses or offenses whatever.

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Subject: Re: C&C Zeppelins  
Posted by [BlueThen](#) on Tue, 19 Jun 2007 03:50:21 GMT  
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There should be a pt where you can purchase a bridge, which drops a ladder to the other balloon!

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Subject: Re: C&C Zeppelins  
Posted by [Cpo64](#) on Tue, 19 Jun 2007 04:10:22 GMT  
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As cool as it would be if they could move... this isn't really possible, as if a character is standing on something that is moving, they tend to stay still... Unless it only moves up and down, but thats another issue all together.

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Subject: Re: C&C Zeppelins  
Posted by [Slave](#) on Tue, 19 Jun 2007 05:56:31 GMT  
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Here's something that hit my mind a while ago.

<http://zilver.demon.nl/@game/downloads/highway.rar>

A plateau, a scrolling texture, and an emitter. This way it somewhat looked like it all moved.

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Subject: Re: C&C Zeppelins  
Posted by [Doitle](#) on Tue, 19 Jun 2007 07:33:47 GMT  
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Anyone know anything about a purchasable jetpack? I saw someone a few pages ago talking about buying jetpacks but... It wasn't the same thing I was trying to do. Trigger Flying or something is the script I need to attach. Anyhow here's what I'm thinking. Can I add a new preset of a Autorifle soldier that has the flying script already on him, and then when the user Pokes a switch it turns them into that class? I don't really think flying snipers and stuff will be too balanced... Think of the ridiculous overpoweredness. Also I'm thinking of a set price to jet pack about. I'm gonna build a vending machine for them: Jetpack-O-Matic. On poke it will subtract credits and change their class. I'm not all that clear on how to do it but I'll figure it out somehow.

What do you guys think about actual battle dynamic? I don't know about a bridge between them... It kinda defeats the purpose of them being Zeppelins and all... I was thinking just aircraft and jet packs. I'm also planning to have a Sniper Rifle spawn on each platform, but on a timer so we dont just have a snipe fest. Just like every 5 minutes one will respawn or something...

Uh yeah those are the things I came up with to post here from my thinkings on this map. Anyone else have any input? Like I said there will be stuff on the platforms, not just bare concrete. I'll add sandbags or barrels or boxes or something.

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Subject: Re: C&C Zeppelins  
Posted by [nopol10](#) on Tue, 19 Jun 2007 08:03:50 GMT  
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You're on your way to becoming l33t Mister Doitle!

Aircraft is better.

Plus, make something like an air tank on the balloon which will have to be destroyed to end the game.

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Subject: Re: C&C Zeppelins

Posted by [reborn](#) on Tue, 19 Jun 2007 09:36:36 GMT

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Looks cool.

I would place a raging ocean under the balloon, so if people fall off they die in the sea.

A bridge makes no sense whatsoever, I like the jet pack idea. But it needs cover for the start up spawner's.

Perhaps add a third balloon with some AI mutant bots?

It would be awesome to have the balloons actually moving up and down side to side too (giving advantage points at different times to different teams), but the startup spawner's would have to have some clever scripting added to them.

Do not use ramjets/sniper rifles/railguns/pic's either imo.

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Subject: Re: C&C Zeppelins

Posted by [Sir Kane](#) on Tue, 19 Jun 2007 09:48:07 GMT

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You should put (the really large) infantry factories on the platforms!

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Subject: Re: C&C Zeppelins

Posted by [Sn1per74\\*](#) on Tue, 19 Jun 2007 13:48:46 GMT

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nopol10 wrote on Tue, 19 June 2007 03:03 You're on your way to becoming l33t Mister Doitle!

Aircraft is better.

Doitle is cool. Aircraftkiller is a jerk.

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Subject: Re: C&C Zeppelins

Posted by [futura83](#) on Tue, 19 Jun 2007 13:55:50 GMT

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with the flying, i know there is a script you can add to powerups to make people fly.

I know it ends with flying\_infantry\_powerup, but im not sure if it is a jfw\_ script or something else.

Check, cos add this to a powerup, then have it so that people buy the powerup from a terminal

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Subject: Re: C&C Zeppelins

Posted by [jonwil](#) on Tue, 19 Jun 2007 16:32:06 GMT

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It is JFW\_Flying\_Infantry\_Powerup

Put that on a powerup and it will make whoever collects the powerup able to fly. Note that they will continue to be in flying mode until they die or change characters somehow.

Another option is to have characters that you buy that have JFW\_Jetpack attached to it.

---

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Subject: Re: C&C Zeppelins

Posted by [futura83](#) on Tue, 19 Jun 2007 16:38:01 GMT

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jonwil wrote on Tue, 19 June 2007 17:32It is JFW\_Flying\_Infantry\_Powerup

Put that on a powerup and it will make whoever collects the powerup able to fly. Note that they will continue to be in flying mode until they die or change characters somehow.

Another option is to have characters that you buy that have JFW\_Jetpack attached to it.

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Note that they lose the powerup if they recollect the powerup

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Subject: Re: C&C Zeppelins

Posted by [nopol10](#) on Wed, 20 Jun 2007 11:01:57 GMT

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Sn1per74(2) wrote on Tue, 19 June 2007 21:48nopol10 wrote on Tue, 19 June 2007 03:03You're on your way to becoming l33t Mister Doitle!

Aircraft is better.

Doitle is cool. Aircraftkiller is a jerk.

I wasn't referring to Aircraftkiller...

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Subject: Re: C&C Zeppelins  
Posted by [rm5248](#) on Wed, 20 Jun 2007 14:10:12 GMT  
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What would be cool(though possibly impossible) would be to have grappling hooks that you could fire from one zeppelin to the other, and then go over on the ropes.

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Subject: Re: C&C Zeppelins  
Posted by [Jerad2142](#) on Wed, 20 Jun 2007 16:26:50 GMT  
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rm5248 wrote on Wed, 20 June 2007 08:10What would be cool(though possibly impossible) would be to have grappling hooks that you could fire from one zeppelin to the other, and then go over on the ropes.  
I have already did this, although when the "hookshot" (it's for my Legend Of Zelda Mod) an object it can grapple to it just instantly teleports you above it.

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Subject: Re: C&C Zeppelins  
Posted by [Doitle](#) on Thu, 21 Jun 2007 03:39:01 GMT  
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So which jetpack method will be the best? I'd like to continue working on this. I added the vehicle bays and vehicle creation works. Now I need to work on flying people.

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Subject: Re: C&C Zeppelins  
Posted by [cmatt42](#) on Thu, 21 Jun 2007 05:52:33 GMT  
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But music in the background by a certain heavy metal band pertaining to derigibles.

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Subject: Re: C&C Zeppelins  
Posted by [futura83](#) on Thu, 21 Jun 2007 07:29:20 GMT  
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hmm...you do know that once people have picked up the flying powerup they can't drive...right?

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Subject: Re: C&C Zeppelins  
Posted by [Doitle](#) on Thu, 21 Jun 2007 07:50:43 GMT  
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Why would they need to drive? They can fly... There are only going to be flying vehicles on this

---



map most likely anyhow so it would just be redundant. I am considering leaving the option for other vehicles though for defence. People trying to cram mammoths on the platform and some of them going tumbling off the side lol. I'm just worried that will horribly unbalance things with Nod filling their platform with Artillery and one hitting everything.

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Subject: Re: C&C Zeppelins  
Posted by [BlueThen](#) on Thu, 21 Jun 2007 16:19:42 GMT  
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Add a ton of mounted vechs, and a ladder to a second platform.

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Subject: Re: C&C Zeppelins  
Posted by [futura83](#) on Thu, 21 Jun 2007 19:25:40 GMT  
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Doitle wrote on Thu, 21 June 2007 08:50Why would they need to drive? They can fly... There are only going to be flying vehicles on this map most likely anyhow so it would just be redundant. I am considering leaving the option for other vehicles though for defence. People trying to cram mammoths on the platform and some of them going tumbling off the side lol. I'm just worried that will horribly unbalance things with Nod filling their platform with Artillery and one hitting everything.

By 'drive' i meant they can't use vehicles...including flying vehicles with the powerup...

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Subject: Re: C&C Zeppelins  
Posted by [Doitle](#) on Thu, 21 Jun 2007 19:44:38 GMT  
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Right but again why would you need a jetpack and an Orca? That's just frivolous.

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Subject: Re: C&C Zeppelins  
Posted by [Viking](#) on Thu, 21 Jun 2007 20:17:42 GMT  
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Maybe a platform with rockets under it thats a elevator and it moves you from one platform to the other?

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Subject: Re: C&C Zeppelins  
Posted by [Slave](#) on Fri, 22 Jun 2007 07:40:29 GMT

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Doitle wrote on Thu, 21 June 2007 14:44Right but again why would you need a jetpack and an Orca? That's just frivolous.

- + armor?
- + speed?
- + infinite firepower?
- + it would just look cool ofcourse, an orca.

---

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Subject: Re: C&C Zeppelins  
Posted by [Goztow](#) on Fri, 22 Jun 2007 07:45:17 GMT  
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Be sure to add sniper advantage points on a higher platform. Platforms you can only reach with jetpacks .

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Subject: Re: C&C Zeppelins  
Posted by [The 1337 Doitle](#) on Fri, 22 Jun 2007 10:46:08 GMT  
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I'm just weary of that because with the mostly infantry and aircraft focused game play snipers would rape everything. As it is right now there is a sniper rifle pickup that spawns on a timer, but no actual purchasing of sniper rifles. I figured if I do it this way only so much ammo can really exist at a time.

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Subject: Re: C&C Zeppelins  
Posted by [futura83](#) on Fri, 22 Jun 2007 11:39:18 GMT  
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Oh, another thing...the flying powerup disables the sniper scope...not that many people use it anyway

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Subject: Re: C&C Zeppelins  
Posted by [havoc9826](#) on Fri, 22 Jun 2007 17:51:01 GMT  
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Is there a way to instead use whatever script(s) is/are used in the singleplayer Raveshaw fight (see this thread), and have it enabled/disabled by pressing a certain key after picking up a powerup? It may be impractical, though, since the trajectory is unchangeable from what I've seen, but if you could tweak that, that would be great.

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Subject: Re: C&C Zeppelins  
Posted by [The 1337 Doitle](#) on Fri, 22 Jun 2007 20:58:26 GMT  
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Balloon to balloon zip lines? Eh? That might be possible...

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Subject: Re: C&C Zeppelins  
Posted by [Cpo64](#) on Sat, 23 Jun 2007 00:31:59 GMT  
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havoc9826 wrote on Fri, 22 June 2007 10:51Is there a way to instead use whatever script(s) is/are used in the singleplayer Raveshaw fight (see this thread), and have it enabled/disabled by pressing a certain key after picking up a powerup? It may be impractical, though, since the trajectory is unchangeable from what I've seen, but if you could tweak that, that would be great.

Isn't there a script for a jump zone that allows you to jump farther then you normally would?

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Subject: Re: C&C Zeppelins  
Posted by [sadukar09](#) on Sat, 23 Jun 2007 20:21:48 GMT  
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put and agt and a ob on the platforms that be fun!  
anyways how about a sand bag barrier on a side of the ballon with say a gun emplacement or rocket emplacement (cannon? cuz rocket emplacement=SUCK)

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Subject: Re: C&C Zeppelins  
Posted by [cr0sis](#) on Thu, 28 Jun 2007 21:16:11 GMT  
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I sense doitles question of how to go about making the infantry have jetpacks went unanswered, perhaps someone with the correct knowledge would be so kind as to give a full guide on how to do this, maybe adding some screen shots too?

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Subject: Re: C&C Zeppelins  
Posted by [havoc9826](#) on Fri, 17 Aug 2007 23:36:38 GMT  
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Any progress?

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Subject: Re: C&C Zeppelins  
Posted by [Starbuzz](#) on Sat, 18 Aug 2007 15:20:08 GMT  
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Nice map...reminds me of the map Boarding Action from Halo.

Keep a few usable gun/rocket turrets; don't make them too strong though.

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