
Subject: C&C_Epocilation

Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 03:10:13 GMT

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I originally wasn't going to make a thread about this, but of the 6 or 7 testers that have played it each one says they loved it. And since another one of my threads was being topic-jacked, I decided to make its own thread.

The map is called Epocilation. The root word is Epoc which means "Period/Event in time" More on why it is named that at a later date. (I don't want to make promises I can't keep, lets keep it at that)

Here are some screen shots of the map as of the last build: (All shots taken from lvi edit)

Nod base:

GDI Base:

Main feature - Duel Layer Bridge:

Battle under the bridge:

View of city A:

View of city B:

The map may seem symmetrical.. it sorta is.. but when I say symmetrical.. I mean C&C_Under symmetrical. Meaning it isn't exactly the same on each side. In fact each side is unique, but it is divided up equally making it symmetrical.

In those images, it shows the bases have 2 silos. Well I have been having problems getting both to work correctly simultaneously, SO I have decided to remove one silo from each team, leaving only one for each team. In exchange, I am giving each team a repair pad.

Additionally, something that I have, but has not been featured in any of the past builds, are destructible walls that I am going to be placing around the bases. (For those of you who tested, and noticed the side base defense that is going to be a side entrance)

I am currently fixing some bugs that I have found and have been found for me.

A list of things fixed for those of you who tested it are:

-Found and included all reported missing textures

- Remade smoke emitters to release 3/5 less particles and also made each particle much more opaque. This, I hope, will fix the FPS dip that traveling through the smoke presented. (If not, limit the dip)
- Corrected targeting on remains of light tank.
- Fixed the problem with Recon bikes rolling on their back side and blowing up.
- Fixed missing obelisk interior items (PT, MCT)
- Added destruction announcements to Construction Yard. (Working on making them audible)

And That is all that I fixed now.

So yea, that is what I am working on, and when it comes out, I hope you all enjoy it.

Subject: Re: C&C_Epocilation
Posted by [reborn](#) on Sat, 21 Jul 2007 03:16:28 GMT
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Dude, that looks awesome.

Subject: Re: C&C_Epocilation
Posted by [Canadacdn](#) on Sat, 21 Jul 2007 03:29:20 GMT
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"Woah, nice graphics! I'd like to get my hands on that game!"

Subject: Re: C&C_Epocilation
Posted by [_SSnipe_](#) on Sat, 21 Jul 2007 03:34:25 GMT
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o hell ya i want a copy

Subject: Re: C&C_Epocilation
Posted by [nopol10](#) on Sat, 21 Jul 2007 03:50:46 GMT
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Absolutely great.

Subject: Re: C&C_Epocilation
Posted by [Sn1per74*](#) on Sat, 21 Jul 2007 04:15:17 GMT
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This map is the best map I've played in a LONG LONG time.

Subject: Re: C&C_Epocilation
Posted by [Genesis2001](#) on Sat, 21 Jul 2007 04:27:33 GMT
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Goddamn! That is a nice map.

-MathK1LL

goes speechless

Subject: Re: C&C_Epocilation
Posted by [Veyrdite](#) on Sat, 21 Jul 2007 08:13:25 GMT
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I spotted something wrong with it, its too good. You need to fix that bug or people will complain. Infact, i'm going to see if i can get you banned from these forums(!)

Subject: Re: C&C_Epocilation
Posted by [_SSnipe_](#) on Sat, 21 Jul 2007 11:53:54 GMT
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lol?

Subject: Re: C&C_Epocilation
Posted by [zunnie](#) on Sat, 21 Jul 2007 12:00:38 GMT
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Very nice work, looks great
It does look a tad big though so stanks will rule there probably O_o

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sat, 21 Jul 2007 12:11:52 GMT
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GDI are so gone with 2 Obs guarding

Subject: Re: C&C_Epocilation
Posted by [nodelites](#) on Sat, 21 Jul 2007 14:41:25 GMT
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Dude... Awsome... Release this now... Now... NOWW!!!!

Subject: Re: C&C_Epocilation
Posted by [bu11c3nts](#) on Sat, 21 Jul 2007 14:58:40 GMT
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Even though this map looks awesome, I think it will still have problems with the side attacks, Looks as though with the (main) defenses both in front, then the vechs rushing can get behind say the Ref and Bar, before the defenses can injure them enough.

But, what can I say, New Maps usually suck, this one doesn't.

Subject: Re: C&C_Epocilation
Posted by [IronWarrior](#) on Sat, 21 Jul 2007 16:34:05 GMT
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Yeah, it really does look nice.

If the map is really is large, then like Zunnie says, stanks will own the map and therefore the battle field.

I would recommend adding maybe one or two more AGT's to the GDI's base to off set Nods large advantage.

Otherwise, Nod will always easy win as they launch stank rushes over and over.

Also, when you release the map, will you also release the .lvl file for it aswell?

Game-Maps.NET will be glad to host your maps and files.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 16:49:13 GMT
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Trust me, I already thought of that. The bases are well defended.

I first off positioned the AGTs so that they have the best angles possible.

Next I made climbing on the side cliff to the GDI base pretty hard without the AGT spotting you.

Also, as I said in the OP, each base will be surrounded by destructible walls.

There are going to be Guard towers located on the side and back ends of the base.

EDIT

OH! LOL, the screen shots didn't show it XD

Guys don't worry, the bases separated from the map because of a cliff that runs along side the base.

Here, this is an OLD image, but it is how the bases are separated:

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 17:22:22 GMT
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..ran out of time to edit:

Ok, the next version isn't quite ready yet BUT I want to be ready for when it is. So for those of you who want to do an alpha test for version 1.09, then say so here. I am taking ONLY THE FIRST 3 PEOPLE. (5 in total, 2 people already volunteered)

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sat, 21 Jul 2007 17:23:57 GMT
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Gimme

Subject: Re: C&C_Epocilation
Posted by [IronWarrior](#) on Sat, 21 Jul 2007 17:31:25 GMT
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Have you thought about adding Nods Shine of Nod and Advance Comm Centers?

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 17:54:04 GMT

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I have, and as in past maps that I tried that = fail.

- First of all, I don't have all the required textures/PT images.
 - No room in bases
 - Going for a "traditional" AOW feel for the map. I don't want to set up superweapon structures.
-

Subject: Re: C&C_Epocilation
Posted by [IronWarrior](#) on Sat, 21 Jul 2007 18:43:51 GMT
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razorblade001 wrote on Sat, 21 July 2007 12:54 I have, and as in past maps that I tried that = fail.

- First of all, I don't have all the required textures/PT images.
- No room in bases
- Going for a "traditional" AOW feel for the map. I don't want to set up superweapon structures.

Ah ok, well, cant wait to play it then.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sat, 21 Jul 2007 20:09:05 GMT
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You can always remove one tiberium silo

Subject: Re: C&C_Epocilation
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 21 Jul 2007 20:39:49 GMT
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Haven't seen a better looking map in a while. I'll be waiting for this release.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 21:09:58 GMT
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razorblade001 wrote on Fri, 20 July 2007 23:10 I
In those images, it shows the bases have 2 silos. Well I have been having problems getting both to work correctly simultaneously, SO I have decided to remove one silo from each team, leaving only one for each team. In exchange, I am giving each team a repair pad.

Subject: Re: C&C_Epocilation
Posted by [OWA](#) on Sat, 21 Jul 2007 21:17:59 GMT
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This map is looking really nice. Definitely one of the best Renegade maps this year.

Subject: Re: C&C_Epocilation
Posted by [EvilWhiteDragon](#) on Sat, 21 Jul 2007 21:24:41 GMT
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Only possible problem I see atm is the distance to the base defences. If the open part to the base defences is too large you can't really rush, so please keep that in mind.
Besides that, it looks SWEET!

Subject: Re: C&C_Epocilation
Posted by [IronWarrior](#) on Sat, 21 Jul 2007 22:12:26 GMT
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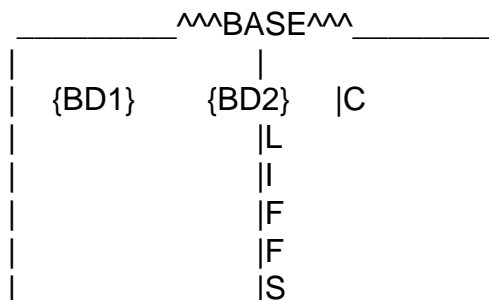
EvilWhiteDragon wrote on Sat, 21 July 2007 16:24 Only possible problem I see atm is the distance to the base defences. If the open part to the base defences is too large you can't really rush, so please keep that in mind.
Besides that, it looks SWEET!

Shouldnt be a problem, there are many maps I played in that have a same setup, it all needs is a big rush.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 22:36:20 GMT
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It is set up so that your able to group up and turn the corner of the cliff in order to be hit by the single base defense. If your team is stupid, they would use the road and drive directly between the 2.

This is how it is set:



CLIFFS | |

_____|

EDIT:

Alright, the next alpha is progressing nicely, I added in lighting for some of the street lights and neon glow for the Tiberium fields.. except now, I have hit a snag.

Somehow, beyond my knowledge, all the textures that were reported missing and were fixed PLUS more have magically stopped appearing. This isn't much of a problem, I will just re-add them into the level's directory.

The main problem I am having now is with the smoke emitters scattered around the map. I used to just have normal emitters (Dummy Object) that gave out the smoke, but that is a problem because that sort of emitter will only work on the host's computer when played multiplayer. So I was working on a way to attach the emitter to an object and throw the object in the map.

But something odd has happened now, just as mysteriously as the textures vanished, the emitters stopped working! I figured since I was going to replace them anyway, I should delete them. So I deleted them, created the object that is supposed to release the smoke... but it doesn't work <_< and I don't know why...

I had another model that released smoke for another level, I took that model, renamed the emitter, and then tried that.. and THAT doesn't work... I made sure that the emitter was located in my level directory.. but I don't get why it isn't emitting smoke...

I even tried creating a new object from scratch following the Tutorials at Renhelp.com but still no success...

If anyone knows another way to attach an emitter to an object in gmax and have it emit in game, help would be appreciated

EDIT DOS:

I just viewed the object that emits the smoke in the W3D Viewer.. and it apparently works there... I'll go re-add it to lvl editor and try it again..

EDIT THRICE:

Holy razor is a n00b. I just managed to glare at the bottom of the screen.. lvl edit says:

"TimeManager::Update: warning, frame 4151 was slow (32915 ms)

Attempting to load: F:\Program

Files\RenegadePublicTools\LevelEdit\C&C_Epocilation\levels\EMITTER.W3D

FAILED TO FIND ANIM IN

AnimCollisionManagerClass::Internal_Set_Animation("EMITTER.EMITTER")

Targa: Failed to open file "grey3.tga"

TimeManager::Update: warning, frame 4617 was slow (39562 ms)

TimeManager::Update: warning, frame 4618 was slow (5005 ms)

TimeManager::Update: warning, frame 4620 was slow (13913 ms)

TimeManager::Update: warning, frame 4621 was slow (5238 ms)"

Meaning.. that the texture problem I said I was having above.. is the same problem I am having with the emitter <_<

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 23:12:53 GMT
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Fixed

slaps self

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 06:43:46 GMT
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I have the latest alpha ready. If you want to test it, reply here, and watch your PM box. I am only taking the first 3 people.

Subject: Re: C&C_Epocilation
Posted by [SWNight](#) on Sun, 22 Jul 2007 08:56:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can I test it?

Subject: Re: C&C_Epocilation
Posted by [reborn](#) on Sun, 22 Jul 2007 09:41:44 GMT
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I would like to see it too.

Subject: Re: C&C_Epocilation
Posted by [Tunaman](#) on Sun, 22 Jul 2007 09:43:41 GMT
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Could I test it please?

Subject: Re: C&C_Epocilation
Posted by [Blazer](#) on Sun, 22 Jul 2007 11:15:39 GMT
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Screenshots look nice

Subject: Re: C&C_Epocilation
Posted by [Ryu](#) on Sun, 22 Jul 2007 11:26:34 GMT
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Shit.. These guys beat me to it.

But I guess I had my turn.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sun, 22 Jul 2007 11:49:52 GMT
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moi!

Subject: Re: C&C_Epocilation
Posted by [IronWarrior](#) on Sun, 22 Jul 2007 13:37:46 GMT
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I love to test it aswell, maybe we all can get together and play it on a server.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 15:09:13 GMT
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For the first 3 people that requested to test, check your PM box.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sun, 22 Jul 2007 15:28:59 GMT
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But I asked way before those 3

Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 15:45:40 GMT

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Sorry, I guess I didn't see it

Well, for those people who did get it.. file front seems to be doing some maintenance and the file can't be downloaded at the moment.

Quote:Downloads & Videos - We apologize that some files may be temporarily inaccessible and new streaming videos will not be encoded while we perform some system maintenance.

I am going to keep it up for a while, but if it persists I will find a new place to host the map.

Subject: Re: C&C_Epocilation

Posted by [sadukar09](#) on Sun, 22 Jul 2007 16:36:03 GMT

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Maps bugs as of right now

1.Nod harvester runs into the strip control tower >.>

2.Non of the PT work save the CY's 2.

3.Silos messed up (image)

4.Shouldn't there be a transition between pavement and dirt in the city?

5.You can fly through the building that covers part of the road/walkway (image)*Fly UNDER the covered part then you can go up but you get stuck*

6.A lot of smoke emitter will lag in big games >.> And seems this map is made for BIG teams.

7.GDI harvester runs into an AGT to the right if your looking to the outside of base.

8.None of the base defense work D:

9.Bots are worth like 100 points each >.>

10.No Tiberium Silo damage sounds. Same with CY.

11.Nice GDI Sign We save lives!

Other than that really nice work man!

Subject: Re: C&C_Epocilation

Posted by [Sn1per74*](#) on Sun, 22 Jul 2007 16:41:30 GMT

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sadukar09 wrote on Sun, 22 July 2007 11:36Maps bugs as of right now

2.Non of the PT work save the CY's 2.

8.None of the base defense work D:

10.No Tiberium Silo damage sounds. Same with CY.

Other than that really nice work man!

HE didn't put the pt things in yet, nor the base defense building controllers. He told you that when you sent the beta. Same with the tib silo and CY sounds.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sun, 22 Jul 2007 16:48:59 GMT
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oh...forgot At least I found some map bugs

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 17:05:19 GMT
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Yes you did, and you did a nice job too!

About the harvesters, I forgot to mention in the PM, I didn't set up path finding for them so they just drive off where ever they want to...

And bots are only temporary, they are just there for fun. Not going to be in the final version.

But thanks, you found some stuff I didn't know about.

Quote:11.Nice GDI Sign Very Happy We save lives!
Thx, did you see the Nod one?

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 17:44:43 GMT
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Edit button goes away too fast

Ok, I fixed most of the bugs you listed. I am now looking into a fix for the emitters lagging in big games (IF and only if the map is played on servers..)

How is this:

I make 2 different emitters. One permanent, and another one that only releases 2000 particals. I did the math, 2000 particals takes about 10-15 min to be released.

Once those particals are released, the emitter will stop functioning. I am going to replace about 5 or 6 emitters with the 2000 partical emitters. This should hopefully reduce any lag after 10-15 mins of play. Because after that, battles should be getting pretty heavy, and a better frame rate would be needed.

^^^ Is that a good idea?

Subject: Re: C&C_Epocilation
Posted by [SWNight](#) on Sun, 22 Jul 2007 17:59:51 GMT
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The Silo was fine for me.

Subject: Re: C&C_Epocilation
Posted by [reborn](#) on Sun, 22 Jul 2007 18:08:18 GMT
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If you ram the hummer into a vehicle like this one you either respawn back at base or enter white hell.

Need to be semi-carefull driving hummer

Some cliff errors:

In some places you can see stuff your not supposed to:

The Nod Conyard MCT has a glitch:

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 18:08:19 GMT
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I was havening the same problem with the silo, but I just thought it was my computer, because my laptop didn't seem to have the problem.

So what I did was just delete the silo and made a new one (same model) It was probably a problem with the double silos I used to have in. I am going to go and test it out now.

@ Reborn, ah yes, my Recon Humm-vee.

That is going in as an extra for GDI. (I might make it a normal vehicle however, to balance giving Nod Recon bikes)

Those light tanks have been giving me problems.. I am going to go replace them.

About the borders, they are as good as fixed.

And also, the Nod CY MCT, That was something I rigged up in Level editor. I will go move it up more so you can see the screen. The Construction yard model itself didn't have an MCT.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sun, 22 Jul 2007 18:17:41 GMT
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The recon hummers weapons weak Give it a chaingun? or maybe change to recon bikes missile into mrls/stank rockets

Subject: Re: C&C_Epocilation
Posted by [IronWarrior](#) on Sun, 22 Jul 2007 18:31:44 GMT
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I would recommend giving both teams more vehicles.

GDI > FieldTS version of the Med tank and the MRLS with the moveable turret.

2ed choice humvee with the toe missile.

Nod > Chem Flamer tank?, buyable recon bikes.

Also, maybe buyable harvs like in dedux.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 18:47:44 GMT
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This is what is planned as far as vehicles go:

-Both teams will have buyable harvesters to harvest for their team.

-Do to reasons beyond my control, which Reborn pointed out, I am now confirming the Recon

Humm-vee as a GDI Extra, and not apart of the normal line up.

-Nod WILL have buyable recon bikes. The ones that spawn now are the ones that will be purchasable.

-Recon bike ammo is going to be changed to MRLS ammo.

-GDI MRLS will have rotating turret.

This is what I had planned for vehicles.

Any other changes I will look into and think about.

As far as the Recon Humm-vee's weapon goes, I did that on purpose. I didn't want people to use the Recon humm-vee over the normal humm-vee for obvious reasons. It is for reconnaissance, and reconnaissance only.

Due to its speed, it sometimes get shot into twilight when you ram one of the scorched vehicles, and since I don't want to remove the map decorations, nor do I want to adjust the humm-vees settings, I am making it an Extra so that it won't be a problem when people find themselves floating in a cloud of white in the middle of nowhere in a game.

Now, onto those cliff errors that Reborn pointed out. I don't think those are a BIG problem, so I am going to lay off on trying to fix them at the moment. If it becomes a bigger problem I will go and fix them. (Plus I don't know how I would fix them X_x)

Subject: Re: C&C_Epocilation

Posted by [Sn1per74*](#) on Sun, 22 Jul 2007 19:33:59 GMT

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Maybe give GDI a GDI recon bike. If you want the model for it I'll give you a link.

P.S. @ Reborn: Sorry for leaving your server while testing, my internet shut off.

Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 21:20:16 GMT

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How do you like the idea of Nod having 1 or 2 SAM sites?

Subject: Re: C&C_Epocilation

Posted by [sadukar09](#) on Sun, 22 Jul 2007 21:36:01 GMT

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Put the SAM sites at the back of the base so Orcas can't escape

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 21:43:25 GMT
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That is where I was going to put them.

I am going to put some guard towers in the back of GDI's base because those are good with air.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sun, 22 Jul 2007 21:47:58 GMT
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How about an AGT with no missiles? In TD they were suppose to shoot aircrafts too...

Subject: Re: C&C_Epocilation
Posted by [EvilWhiteDragon](#) on Sun, 22 Jul 2007 23:25:53 GMT
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razorblade001 wrote on Sun, 22 July 2007 20:47 This is what is planned as far as vehicles go:

- Both teams will have buyable harvesters to harvest for their team.
- Do to reasons beyond my control, which Reborn pointed out, I am now confirming the Recon Humm-vee as a GDI Extra, and not apart of the normal line up.
- Nod WILL have buyable recon bikes. The ones that spawn now are the ones that will be purchasable.
- Recon bike ammo is going to be changed to MRLS ammo.
- GDI MRLS will have rotating turret.

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Due to its speed, it sometimes get shot into twilight when you ram one of the scorched vehicles, and since I don't want to remove the map decorations, nor do I want to adjust the humm-vees settings, I am making it an Extra so that it won't be a problem when people find themselves floating in a cloud of white in the middle of nowhere in a game.

Now, onto those cliff errors that Reborn pointed out. I don't think those are a BIG problem, so I am going to lay off on trying to fix them at the moment. If it becomes a bigger problem I will go and fix them. (Plus I don't know how I would fix them X_x)

You could make vehicle blockers around the decorations, I think this would fix it. If you make sure the vehicle blocker is outside the vehicle.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 23 Jul 2007 04:31:49 GMT
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That is a good idea, why didn't I think of that <_<
Thanks!

Subject: Re: C&C_Epocilation
Posted by [Dreganius](#) on Mon, 23 Jul 2007 06:41:46 GMT
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This map is bloody excellent mate, great job!
i would to test it

@dthdealer: your sig... LOL! (sorry IronWarrior but it is kinda true...)

Subject: Re: C&C_Epocilation
Posted by [Tunaman](#) on Mon, 23 Jul 2007 07:41:39 GMT
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You can fly/drive inside the hand and the nod power plant, lol.
And your c4 bounce off of the mcts..

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 23 Jul 2007 08:24:40 GMT
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Would you mind giving me a screen shot of you flying/driving into those structures, please?

Subject: Re: C&C_Epocilation
Posted by [Tunaman](#) on Mon, 23 Jul 2007 08:40:19 GMT
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Power:

Hand:

Also, the silos work fine for me:

Edit: Oh yeah, the airstrip windows are opaque.

This map is pretty incredible mate! Nice work.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Mon, 23 Jul 2007 11:29:43 GMT
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At that position just move a bit to the front and rise

EDIT:Guard towers work but turrets don't :/
And you can get stuck on this part of the CY
<http://www.n00bstories.com/image.fetch.php?id=1072130641>
P.S. Remove the music and add like Radio or some better TD music

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 23 Jul 2007 15:43:48 GMT
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Ok, seems like depending on your computer, the map gives different errors...

I'll go put vehicle blockers around the buildings to prevent going inside them with vehicles. I will put something to stop you from getting stuck on CY, and for that part of the building you can fly under and go through, that was the first thing that I fixed .

Oh, and for music, I am experimenting with different types. Last version had different music too.

Subject: Re: C&C_Epocilation
Posted by [Cpo64](#) on Mon, 23 Jul 2007 19:56:25 GMT
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Other fan maps, different script versions, there are lots of things that will cause different errors. Its very annoying lol.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Wed, 25 Jul 2007 05:28:06 GMT
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Hmm, Ok I floodfilled the map to get the harvesters to use the waypaths I gave them.. took like an hour and all of my CPU power, but when I test in game, the harvesters find the Tiberium fields all right, and travel back to the refinery fine... the only problem is that they don't use the waypaths that I told them to follow..

And I fear that this throws the economy off because now they are using their own stupid logic, and the Nod harvester's route is a bit shorter than the GDI harvester's route...

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Wed, 25 Jul 2007 11:17:33 GMT
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Well if you can, make the GDI harvester harvest more tiberium per load at a slower pace! That happend in one map in APB (Pacific Threat) Allied gets 700 credits faster, while Soviets get 1050 credits slower.

Subject: Re: C&C_Epocilation
Posted by [Titan1x77](#) on Wed, 25 Jul 2007 18:49:34 GMT
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Most of your problem I can help with....

Sounds for CY and Silo's should be working if you include ACK's strings.tdb...which can be found with any of his maps, i have a copy if you need it (inlcude it in your zip, give credit to ACK)

just smooth out those cliffs so it isnt black at an angle.

2 silo's should work fine, I used a combonation of scripts for CnC_Last_Stand.. Make sure you dont use a Refinery controller for 1 credit a second...as if the PP goes out, then the Silo is worthless....i forget what scripts i used, but i can find out for you if i can find my LE files on my desktop(on my laptop now)

Also make sure you setup the repair script with JFW_repair_zone...this will keep the mines from disappearing!

Emmitters can be larger and slower moving to help reduce FPS drop...the more it spits out and faster it goes away, the lower the frame rate will be...ex. 5 big puffs is better then 20 puffs in 10 seconds...I made some nice emmitters for Reborn which had lil to no impact on the frame rate....remember size doesnt matter a small emmitter takes up as much frames as a large one.

dont use a dummy object, set your emmitters up as objects (i think been awhile), but proxy them in ren-x and clients will be able to view them.

If your adding a rotating turret, please speed up the arty turret...I did this in my maps to balance the 2 long range untis out....or just make the MRLS a lil more, up to you.

Send me a PM if you'd like me to test the map...I'd love to run thru it...maybe spot any more errors i can help you with.

Looking good, havent seen a good map come out in a while.

for the harvy you can do what saduker suggested, or you can put pathfinding blockers right along the whole path, which will leave the harvy with no choice but to follow it.

Subject: Re: C&C_Epocilation
Posted by [Tankkiller](#) on Wed, 25 Jul 2007 19:27:59 GMT
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Is there Vis? Cause I don't see any manual vis points or vis sectors.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Wed, 25 Jul 2007 19:33:15 GMT
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Cool cool, some of the things you said I already fixed, but a lot of that is very helpful

Like the emitters, I made a fix for that. What I did was made each puff more opaque, but I reduced the rate from 5.6 to 2.8. I also made a second emitter that has a maximum emission of 2000 particles. 2000 Particles in my emitter takes about 7-12 min to be fully released. By that time, assuming people play it, battles should be getting hotter, and a better frame rate would be needed. I replaced 6 of the 11 emitters with this 2000 version.

Also about the harvesters, I just played a game and they were making their own paths, but then I wanted to change teams, but keep my money, so I quit and restarted the map... now the harvesters follow the correct paths I gave them..

odd..

Subject: Re: C&C_Epocilation
Posted by [Titan1x77](#) on Wed, 25 Jul 2007 19:40:34 GMT
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You may need VIS... I'd generate it, its easy to setup in Ren-x...and the only pain is running thru looking for errors, but it will pay off in the long run.

im assuming the bases are more then 300 meters(as renegade wont render that far) from each other, so you wont notice much dip in the FPS when running around by yourself.

Once you get 32+ players you'll be wishing you had VIS tho...

Sucks to work with an old engine like this, but it's something that has to be done, nowadays VIS is a thing of the past.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Wed, 25 Jul 2007 20:01:41 GMT
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No, the bases are less than 300. The base patches themselves are about 227meters. And the buildings within are even closer. I'd say about 180.

And in any case, I am looking in to adding VIS as we speak.

Subject: Re: C&C_Epocilation
Posted by [bisen11](#) on Wed, 25 Jul 2007 21:52:59 GMT
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Looks cool. Are those bots in front or just like free vehicles?

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Wed, 25 Jul 2007 22:30:20 GMT
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Well, the screen shots of the first page are older builds, before I set up the building controllers, so those are just vehicles for people to search for bugs with. They aren't vehicle bots.

Subject: Re: C&C_Epocilation
Posted by [Titan1x77](#) on Thu, 26 Jul 2007 11:47:57 GMT
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If you have any questions about VIS, just ask...Ive done VIS well over 10 times...Also, whats with the beta, I was hoping to try htis out today when i got home :/

Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Thu, 26 Jul 2007 17:32:41 GMT

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VIS is taking a really... REALLY long time <_<

I started doing the Autogen VIS sectors at 9:30 PM, last night. It is currently 1:30 PM, the NEXT DAY and it is just barly halfway done...

I only ended up making about 300 somewhat sectors.. but when I added the flying sectors, that is what killed me >.<

..also keep in mind I am doing this on a 2.0GHz P4 with 1.25GB of RAM.

..I need an upgrade..

Subject: Re: C&C_Epocilation

Posted by [Titan1x77](#) on Fri, 27 Jul 2007 12:40:20 GMT

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I didnt think this map was flying enabled...yea, on that machine it will take 20-24 hours, maybe a lil bit more.

Can you throw me a link to a beta version so i can check it out?

Subject: Re: C&C_Epocilation

Posted by [sadukar09](#) on Fri, 27 Jul 2007 16:52:52 GMT

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This is the mother of all maps better than WW made maps

Subject: Re: C&C_Epocilation

Posted by [AoBfrost](#) on Fri, 27 Jul 2007 17:02:48 GMT

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sadukar09 wrote on Fri, 27 July 2007 12:52This is the mother of all maps better than WW made maps

I just died inside.....

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 27 Jul 2007 17:44:40 GMT
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w00t finished
1 1/2 days

I took some sample points, and now I am just going to give it a solo test in ren. I may have the beta out later today.

Subject: Re: C&C_Epocilation
Posted by [R3N3G1DE](#) on Fri, 27 Jul 2007 19:06:05 GMT
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Good luck!

I always wonder why newer maps can't be added as main maps.

When you install Renegade, download all those maps and all... there should be more than that.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 27 Jul 2007 19:23:47 GMT
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Ok, I ran into a problem but I am going to give the testers a choice.

You see, for some reason, which I think I know why, the VIS sectors surrounding the base structures and some of the roads didn't generate IDs, and when I try to sample a point say near the Weapons Factory, it is "Rejected due to no VIS ID"

So, what I am going to have to do is regenerate the sectors. Which will take another day and a half. (I took out some useless ones.. like some that managed to get over the flight roof (how, I have no idea) but I also added more to fix the ID problem that I am having now)

So my question to those of you who want to test:
Should I finish up what needs to be done other than VIS and distribute betas as is, and leave correcting the VIS for the next beta...

Or would you rather me take care of the VIS now and get it done with. (Will take another 2 days to release beta)

Subject: Re: C&C_Epocilation
Posted by [AoBfrost](#) on Fri, 27 Jul 2007 19:24:53 GMT
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We need a thing like CNC3 auto transfer if the player doesn't have the map, except since renegade maps are like 10-20mb large, open a window with internet explorer/firefox and have the map to download right there....that would be nice.

Subject: Re: C&C_Epocilation
Posted by [BlueThen](#) on Fri, 27 Jul 2007 19:26:30 GMT
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There should at least be a link next to each server for available downloads of the maps. And it'll be optional for the hoster to put those links up.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 27 Jul 2007 19:27:54 GMT
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razorblade001 wrote on Fri, 27 July 2007 15:23 So my question to those of you who want to test: Should I finish up what needs to be done other than VIS and distribute betas as is, and leave correcting the VIS for the next beta...

Or would you rather me take care of the VIS now and get it done with. (Will take another 2 days to release beta)

^^^ Need answer to that question ^^^

Subject: Re: C&C_Epocilation
Posted by [Cpo64](#) on Fri, 27 Jul 2007 19:38:47 GMT
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How many more releases do you want to do?

If you do another beta now, you will have to do another for the vis data. However if you wait till you have finished the vis, there may be the kind of error that requires you to completely rebuild the vis.

I would almost recommend you get someone who has a faster computer to run vis. That is, if there is someone you trust

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 27 Jul 2007 19:56:58 GMT
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Well, I want to do how ever many it takes. If the map isn't out by the end of the month, so be it. I don't like committing to release dates.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Fri, 27 Jul 2007 20:18:09 GMT
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This should be a CP 3 MAP!!!!!!!!!!!!!!!!!!!!!!

Subject: Re: C&C_Epocilation
Posted by [GrayWolf](#) on Fri, 27 Jul 2007 21:38:11 GMT
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This map looks nice. I really like the idea of dual base defenses.
That bridge looks cool.

Subject: Re: C&C_Epocilation
Posted by [AoBfrost](#) on Sat, 28 Jul 2007 02:52:21 GMT
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This map looks awesome, I agree it should be a cp3 map like terrace was, I really like the recon bike handling on terrace lol.

I think there should be a feature without rengaurd that when you want to join a server but dont have a map on rotation, it opens up Internet Explorer/firefox and gives you the map...or a exe file that extracts the map to your renegade data directory.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sat, 28 Jul 2007 07:04:06 GMT
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This is what I will do:

I am going to fix up some more stuff on the map, add some more features like sounds and stuff, then fix some more of the VIS problems I can fix ATM.

I will export a version, then I will Regenerate the VIS. And in this time, if you would like to simply side test a work-in-progress beta build, you can just say you would like to.

That ok? I say work in progress beta build because it has a lot of bugs that I am not able to fix at this moment. I will when the vis is done though

Subject: Re: C&C_Epocilation
Posted by [Titan1x77](#) on Sat, 28 Jul 2007 13:08:26 GMT

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Can you PM a link to your latest beta version, Im dying to run around a new map, I'll look for and report all errors I find.

Subject: Re: C&C_Epocilation
Posted by [Sn1per74*](#) on Sat, 28 Jul 2007 20:20:24 GMT
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Titan1x77 wrote on Fri, 27 July 2007 07:40Can you throw me a link to a beta version so i can check it out?

Titan1x77 wrote on Thu, 26 July 2007 06:47Also, whats with the beta, I was hoping to try htis out today when i got home :/

Titan1x77 wrote on Thu, 28 July 2007 08:08Can you PM a link to your latest beta version, Im dying to run around a new map, I'll look for and report all errors I find.
I'm just throwing this out there... but something tells me Titan wants the beta.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sat, 28 Jul 2007 21:14:52 GMT
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Sure Titan, check your PM box. Just a heads up:

VIS ERRORS! I need to redo the system (my first time actually making it... but I know what I did wrong and am going to fix it)

Especially the recon bike.. The entire bridge disappears O_o.

Subject: Re: C&C_Epocilation
Posted by [Slayer9x9](#) on Sat, 28 Jul 2007 23:25:47 GMT
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...could I possibly have the link to?
I'm looking for really good examples to go by...

Subject: Re: C&C_Epocilation
Posted by [nodelites](#) on Sat, 28 Jul 2007 23:57:41 GMT
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id like a copy of it too, this looks like a must have map.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sun, 29 Jul 2007 01:38:11 GMT
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d00d, you gotta ask Crimson if she can put this on CP3

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 29 Jul 2007 05:07:25 GMT
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I will give you two guys a link to the next beta, this is what I call a half beta, because not everything I wanted fixed was fixed. The only reason I gave it to Titan is because he has been asking for it for a while. Plus he is pretty experienced when it comes to mapping, so I wanted to see his opinion.

Subject: Re: C&C_Epocilation
Posted by [Scrin](#) on Sun, 29 Jul 2007 15:31:08 GMT
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nice map

Subject: Re: C&C_Epocilation
Posted by [Titan1x77](#) on Sun, 29 Jul 2007 17:15:30 GMT
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So far I ran thru the map just a lil bit, pretty big!

I like what I see so far, but both teams seem doomed to getting thur, espically GDI (unless Nod is all in Stanks away from the base, but that equals double trouble for GDI)

I was hoping for another way into the base other then the front...but I really havent gotten to play it yet, but i can sort of tell how its going to be with a full game.

VIS tips, set it at 4-6....thius will take even longer, but you wont get those errors everywhere....prob just around the doors and windows of the base buildings.

It look as if you left it at 16, or maybe 10 or something?

I'll play thru it a bit more and look for some errors and bugs....

Subject: Re: C&C_Epocilation
Posted by [Scrin](#) on Sun, 29 Jul 2007 18:33:46 GMT

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Titan1x77 wrote on Sun, 29 July 2007 12:15 So far I ran thru the map just a lil bit, pretty big!

I like what I see so far, but both teams seem doomed to getting thur, espically GDI (unless Nod is all in Stanks away from the base, but that equals double trouble for GDI)

I was hoping for another way into the base other then the front...but I really havent gotten to play it yet, but i can sort of tell how its going to be with a full game.

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It look as if you left it at 16, or maybe 10 or something?

I'll play thru it a bit more and look for some errors and bugs....

so its released here?

Subject: Re: C&C_Epocilation

Posted by [R3N3G1DE](#) on Sun, 29 Jul 2007 18:43:35 GMT

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I think he gave it to those that was willing to help and those that really wanted it.

Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Sun, 29 Jul 2007 22:12:39 GMT

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Titan1x77 wrote on Sun, 29 July 2007 13:15 VIS tips, set it at 4-6....thius will take even longer, but you wont get those errors everywhere....prob just around the doors and windows of the base buildings.

It look as if you left it at 16, or maybe 10 or something?

I'll play thru it a bit more and look for some errors and bugs....

Nope, I set it to 5..

There is only 1 way in each base (Not including air) but that one way is pretty large.

Stanks may own the battlefield, but GDI has better defense. Did you check the Anti-Air? Unless that power plant is down, it will be hard to hit the AGTs in a non-coordinated rush. (Plus the walls aren't added yet)

Subject: Re: C&C_Epocilation

Posted by [steps](#) on Mon, 30 Jul 2007 01:40:01 GMT

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From the screenshots you have provided, the map looks great. you should go all the way and add, repair bays, helipads and the shrine of Nod and Adv. Comm. Centre.

Add recons and SSM launchers for Nod, A-10 airstrike beacons for GDI and if there was water gunboats. Then you would probably have the closest map to tiberian dawn.

nice work man.

Subject: Re: C&C_Epocilation

Posted by [Muad Dib15](#) on Mon, 30 Jul 2007 03:11:57 GMT

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steps wrote on Sun, 29 July 2007 20:40 From the screenshots you have provided, the map looks great. you should go all the way and add, repair bays, helipads and the shrine of Nod and Adv. Comm. Centre.

Add recons and SSM launchers for Nod, A-10 airstrike beacons for GDI and if there was water gunboats. Then you would probably have the closest map to tiberian dawn.

nice work man.

What he said.

Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Mon, 30 Jul 2007 05:36:07 GMT

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That is going a bit overboard, don't ya think? I am trying to stick close to classic AOW, not make a new mod O_o

But I could do something like that in another future map.

Subject: Re: C&C_Epocilation

Posted by [Titan1x77](#) on Mon, 30 Jul 2007 11:29:48 GMT

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razorblade001 wrote on Sun, 29 July 2007 18:12 Titan1x77 wrote on Sun, 29 July 2007 13:15 VIS tips, set it at 4-6....this will take even longer, but you wont get those errors everywhere....prob just around the doors and windows of the base buildings.

It look as if you left it at 16, or maybe 10 or something?

I'll play thru it a bit more and look for some errors and bugs....

Nope, I set it to 5..

There is only 1 way in each base (Not including air) but that one way is pretty large.

Stanks may own the battlefield, but GDI has better defense. Did you check the Anti-Air? Unless that power plant is down, it will be hard to hit the AGTs in a non-coordinated rush. (Plus the walls aren't added yet)

wow, 5 huh...I just did a map myself yesterday set at 6, and only errors i have are around the buildings, I set it at 6...took only 15mins, thats a record for me...actually 1st time doing it on my laptop whcih has 2 gigs of ram and is a T7200

While Vis was generating it was only using 50%,Im guessing it only ran on one core.

I was GDI only for the time I ran thru the map....I'll check out nod vs. the AA...I wanna run thru it all and have a 2nd monitor open with a notepad, so I can write about it while I play.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Tue, 31 Jul 2007 21:04:34 GMT
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HOLY SHIT! 1089 views!

Subject: Re: C&C_Epocilation
Posted by [IronWarrior](#) on Tue, 31 Jul 2007 23:12:50 GMT
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sadukar09 wrote on Tue, 31 July 2007 16:04HOLY SHIT! 1089 views!

That what happens when someone makes a good map.

When this map is complete and playable, I think we over at MP-Gaming.com could host this map for a while on a server for everyone to join, that way, everyone who wants to play this map, can get together in one place for a big game.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Wed, 01 Aug 2007 01:05:13 GMT
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Good news: I completed the VIS yesterday, and I have to say minimal to low VIS errors!

Now the only thing that I want to focus on is learning how death animations work.

I have this destructible wall, I made a death animation.. I just don't know how to put 2 and 2 together. Any one wanna teach me?

Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Wed, 01 Aug 2007 01:24:10 GMT

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Screen Shots anyone? (Sorry about the Fraps FPS thing :)

First up: Nod Base (Now with functioning harvester!)

KANE LIVES!:

Check out the Gree Tiberium Crystals:

Don't forget about the blue ones!:

The sun sets on the GDI base:

And now, for the first time publicly I introduce GDI's own custom Anti-Air Cannon!

Thats all I got for now. Hope you guys enjoy.

(Edit: In case your worried, the FPS meter on the bottom is inaccurate. The reading it shows is the reading it gets when I take a screen shot (Temporarily freezes game for half of a second)

Subject: Re: C&C_Epocilation

Posted by [Tunaman](#) on Wed, 01 Aug 2007 01:34:35 GMT

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I had about 20 fps on my computer when I tested it. Hopefully vis will help with that.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Wed, 01 Aug 2007 01:40:16 GMT
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Yep, that is what it is there for.

Subject: Re: C&C_Epocilation
Posted by [Alkaline](#) on Wed, 01 Aug 2007 02:25:38 GMT
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please upload, you can use it as a mirror for your file aswell:
<http://www.unrules.com/FileSharing/tabid/63/Default.aspx>

Thanks

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Wed, 01 Aug 2007 02:33:13 GMT
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Wow, never had people actually offer to host my map before (IronWarrior, Alkaline)

I will take you up on your offer, but not until the map is done.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Wed, 01 Aug 2007 12:18:38 GMT
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1337 mapper

You should work for APB/Reborn/AR

Subject: Re: C&C_Epocilation
Posted by [IronWarrior](#) on Wed, 01 Aug 2007 12:53:36 GMT
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razorblade001 wrote on Tue, 31 July 2007 21:33Wow, never had people actually offer to host my map before (IronWarrior, Alkaline)

I will take you up on your offer, but not until the map is done.

We serve the community for a better Renegade.

Subject: Re: C&C_Epocilation
Posted by [Scrin](#) on Thu, 02 Aug 2007 08:04:18 GMT
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well i want that map too

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Thu, 02 Aug 2007 22:15:07 GMT
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It is drawing near completion!

I think one more beta test should give me what is needed to fix up the rest of the map, and possibly balance some more things.

If worst comes to worst, then we will do 2 tests, but that is only if more problems arise.

So who wants to be the next group of testers? Only taking a handful, like before.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Fri, 03 Aug 2007 00:11:43 GMT
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i r ur m4n

Subject: Re: C&C_Epocilation
Posted by [Ryu](#) on Fri, 03 Aug 2007 00:40:51 GMT
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That sun on your screen shot looks exactly like the sun on Half-Life 2.

thats a good thing!

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 03 Aug 2007 00:51:54 GMT
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I added in the walls, still working on making the animation work...

Umm, I added some vehicle blockers on the destroyed shells dotted around the map, as well as a vehicle blocker surrounding the cliffs next to the bases. I decided it gave Nod too much of an advantage, so I blocked them off for both teams.

I perfected the harvester routes. Fixed up the VIS, added in PTs and ALL building controllers.

I am currently working on player controller harvesters.

I need some more beta testers, just 1 won't cut it guys. Please?

Subject: Re: C&C_Epocilation
Posted by [Ryu](#) on Fri, 03 Aug 2007 01:54:07 GMT
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Me me me!!

Subject: Re: C&C_Epocilation
Posted by [Archcasp](#) on Fri, 03 Aug 2007 02:18:26 GMT
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me! I can test it out of my clans sever. we can host 24 players =).

Subject: Re: C&C_Epocilation
Posted by [nopol10](#) on Fri, 03 Aug 2007 06:37:34 GMT
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I'll be a beta tester!

Subject: Re: C&C_Epocilation
Posted by [cmatt42](#) on Fri, 03 Aug 2007 07:32:32 GMT
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Sure, I'll help out.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 03 Aug 2007 07:41:19 GMT
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Sure sure, Just need to fix up this problem I am having the the player controlled harvesters and that will be it for this beta.

Subject: Re: C&C_Epocilation
Posted by [Goztow](#) on Fri, 03 Aug 2007 08:03:11 GMT
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I could put this map in The KOSs2's weekly I-CW when it's ready to be released (or just before). It's a sort of training/fun games for our clan members and allies. We usually have between 10 and 20 players joining in. It should give a good stress test.

Subject: Re: C&C_Epocilation
Posted by [Muad Dib15](#) on Fri, 03 Aug 2007 23:18:34 GMT
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I'll help

Subject: Re: C&C_Epocilation
Posted by [Slayer9x9](#) on Sat, 04 Aug 2007 05:09:28 GMT
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I wanna try it!

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sat, 04 Aug 2007 05:22:08 GMT
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Grrr... I am still trying to find a working \$ animation for the harvesters. The ripped ones I used crashed games! So I need pre-made ones, cause I am a n00b!

Subject: Re: C&C_Epocilation
Posted by [crazfulla](#) on Sat, 04 Aug 2007 15:50:59 GMT
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It must be some setting in LE on the animation preset. I had this, but I can't remember what I did th fix it :\

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sat, 04 Aug 2007 16:40:04 GMT
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I copied the exact settings for ra_Dollar in the APB level edit <_<

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 06 Aug 2007 03:18:54 GMT
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Ok, the \$ is "livable" without, if I get it working, then awesome.

But I am going to distribute the beta to the people who wanted it. Check your PM boxes.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 06 Aug 2007 04:03:14 GMT
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Triple post.. OMG!

I sent it out. Also, Goztow, I might just take you up on that offer, but not this version. There are too many VIS errors that developed suddenly, and I need to fix them.

You can do that for the next version. The next version is going to be a public beta.

Subject: Re: C&C_Epocilation
Posted by [crazfulla](#) on Mon, 06 Aug 2007 15:11:11 GMT
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Check the 'Harvesters (Player Controlled)' thread I created.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Mon, 06 Aug 2007 16:33:49 GMT
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Harvesters at some angles create a weird box near the lights.

The bottom of the SAM site disappears after certain height. (maybe Put the SAMS/AA Guns at the back corners AND create a rear entrance guarded by 2 turrets for Nod and 2 Guard Towers for GDI.

You still get this bug but You can't go into the building anymore (Maybe have a vehicle blocker near the bottom.

It lags a lot to be in both AA gun's blast radius. My Normal FPS is 60-65, when in the middle it dropped 20. For people with lower end PCs, it will lag like HELL. And btw those AA-Guns shoot Nod tracers (red), maybe Remove the explosion and add a fast firing weapon

(bullets come out of all the barrels) and doing...maybe does half the damage as a SAM site, but twice the rate of fire. The AA-Gun also shoots as far as the AGT (btw AGTs are not working) and beyond that it still shoots you but misses.

I don't know if this is a bug or not, but I'll mention it anyhow. The Wall corner hubs, when you destroy them. They don't open the wall. I'll post screen shot if you want.

Got stuck here again

Subject: Re: C&C_Epocilation
Posted by [Gen_Blacky](#) on Mon, 06 Aug 2007 16:39:34 GMT
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looks liek a very good map just needs some bugs fixed

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 06 Aug 2007 17:19:56 GMT
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Whoops, forgot to put the blocker on the Conyard XD

Lets see.. I figured that the AA guns would be laggy, the problem is that the explosion is what gives it its power.. I will need to figure something else out.

Yes I know they shoot Nod tracers, they were the parent off of what I made the the AA turret, I don't know the model name for the GDI Tracers. And I purposely made it so that they miss if you are too far away from them.

Those light bones on the harvester, I cannot fix.. I don't know what causes it, but it makes hidden objects show up under the correct circumstances.

I will put a vehicle blocker under that building.

The corner wall hubs being destroyed not leaving a gap isn't a bug. If an enemy wants to get it, they need to find the right segments to destroy

I figured the AGT wouldn't be working. That is a good thing.

And finally, about the SAM sites, that problem seems to happen with a lot of things in the bases, not specifically the SAM sites. But if I move the SAM sites into the corners, they won't be able to fire over the walls. I will have to think of a fix.

Thanks for your help

Subject: Re: C&C_Epocilation
Posted by [Tunaman](#) on Mon, 06 Aug 2007 17:39:02 GMT
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instead of tracer_red its tracer_gold lol

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 06 Aug 2007 18:29:50 GMT
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srsly? lawl

Subject: Re: C&C_Epocilation
Posted by [cmatt42](#) on Mon, 06 Aug 2007 19:14:11 GMT
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The AA are missing textures at the base.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 06 Aug 2007 21:58:44 GMT
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Alright, I will add those too.

Subject: Re: C&C_Epocilation
Posted by [Scrin](#) on Tue, 07 Aug 2007 12:00:13 GMT
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sadukar wtf is this 0000 heals and 0000 armor...? OmG?!
and cool stuff here hoppe you share it here when finish

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Tue, 07 Aug 2007 13:37:41 GMT
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Razor put a exploring Apache/Orca so Beta testers can find glitches

Subject: Re: C&C_Epocilation
Posted by [cmatt42](#) on Tue, 07 Aug 2007 21:01:02 GMT
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The "extra" Humvee sure has wacky hydraulics. You might want to tone it down a bit.

Several of the streetlights show up as white, or just barely have color.

Subject: Re: C&C_Epocilation
Posted by [Scrin](#) on Tue, 07 Aug 2007 21:36:48 GMT
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sadukar09 wrote on Tue, 07 August 2007 08:37Razor put a exploring Apache/Orca so Beta testers can find glitches

ahh

wacko/jacko

Subject: Re: C&C_Epocilation
Posted by [Archcasp](#) on Wed, 08 Aug 2007 01:22:27 GMT
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the top of the buildings where u have the sniper spawn rifle. could we put sandbags up there? so it would be easier to hide?

Subject: Re: C&C_Epocilation
Posted by [Cpo64](#) on Wed, 08 Aug 2007 02:32:21 GMT
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Sniper rifle spawn? I hate those >.<

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Wed, 08 Aug 2007 02:58:06 GMT
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Archcasp wrote on Tue, 07 August 2007 21:22the top of the buildings where u have the sniper spawn rifle. could we put sandbags up there? so it would be easier to hide?

I think that it would make sniping from up their too unfair.

If you want to hide from being sniped back at, just back away from the side... or take cover behind the satellite dish.

Quote:Several of the streetlights show up as white, or just barely have color.

What do you mean? Some have color and some are white? Can I have a screen shot, please?

EDIT: Oh I thought you said streetlines, lol I miss read. You mean the traffic lights? Yea, I know about that. I am going to fix that before the final version, just mainly because it is annoying to fix, and it doesn't get in the way. So I will just fix it at the last minuet.

Subject: Re: C&C_Epocilation

Posted by [sadukar09](#) on Wed, 08 Aug 2007 17:33:17 GMT

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bump

Subject: Re: C&C_Epocilation

Posted by [Scrin](#) on Thu, 09 Aug 2007 09:43:53 GMT

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sadukar09 wrote on Wed, 08 August 2007 12:33bump

yup

Subject: Re: C&C_Epocilation

Posted by [sadukar09](#) on Thu, 09 Aug 2007 19:47:45 GMT

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When you shoot Blue Tiberium, you get the animation for Green :\

And the SAM Site NEVER misses. At long ranges, the AA-Gun is almost worthless. Unless the AA-Gun does A LOT of damage close up. I see balance issue

Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Thu, 09 Aug 2007 22:15:30 GMT

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The SAM never misses, but it has a slower rate of fire.

Also, don't forget about the AGTs.

If you want, though, I can boost the AA guns to a velocity of 400 so they always hit anything within range. (I will lower the range of course)

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Thu, 09 Aug 2007 23:18:02 GMT
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Yea, but it will make it a bit RA-ish. In RA, AA-Guns does light damage but has high ROF, and has short range. SAM sites does high damage, slightly longer range and pretty slow ROF.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 10 Aug 2007 01:33:49 GMT
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..so what do you want? A rapid fire SAM site?

It isn't RA-ish... it is real-life-ish

Subject: Re: C&C_Epocilation
Posted by [nopol10](#) on Fri, 10 Aug 2007 01:36:36 GMT
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How about an Apache that can roll 360 degrees?

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Fri, 10 Aug 2007 17:30:51 GMT
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bump again

No updates yet razor?

Subject: Re: C&C_Epocilation
Posted by [Tunaman](#) on Fri, 10 Aug 2007 17:52:42 GMT
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He does have a life too.. It's only been a day since he last replied.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 10 Aug 2007 22:40:27 GMT
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I have been tied down busy haven't gotten much work on it.

I will give you an update when I can though

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sun, 12 Aug 2007 19:42:01 GMT
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bump #2 :V

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 12 Aug 2007 23:03:58 GMT
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For those of you who tested, do you like the background music?

If not, please chose the one you like best from the following music pack:
<http://files.filefront.com/Musicrar/;8296232;;/fileinfo.html>
(Copy and paste into address bar... forum doesn't like to fully link filefront files..)

I don't really like the current music, it is sorta repetitive and annoying, but if you like it, I will keep it.

In that music pack, I think either Heart or Stopthem would work pretty good.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sun, 12 Aug 2007 23:41:03 GMT
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I don't like it >_> maybe add original C&C music. Say industrial/radio/*insert your choice here*

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 12 Aug 2007 23:48:08 GMT
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It IS original C&C music. All the music I have added so far have been original TD music.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sun, 12 Aug 2007 23:51:45 GMT
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razorblade001 wrote on Sun, 12 August 2007 18:48It IS original C&C music. All the music I have added so far have been original TD music.

Add the memorable ones >_> not the ones dancing Kane likes. Hellmarch, Industrial, Radio, This one called metal man or something, they are all good songs.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 12 Aug 2007 23:52:42 GMT
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I am not adding Red Alert music. Only TD music.

And I am not adding something that doesn't go with the map. And I am not adding music that I already put into another map.

Subject: Re: C&C_Epocilation
Posted by [Slave](#) on Mon, 13 Aug 2007 00:03:45 GMT
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Want my opinion?

No background music.

1. Noone ever complained about a map not having music.
 2. It will mess up when I have winamp running in the background.
 3. If the map is good, and gets played a lot, it will get monotone.
-

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Mon, 13 Aug 2007 00:09:13 GMT
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razorblade001 wrote on Sun, 12 August 2007 18:52I am not adding Red Alert music. Only TD music.

And I am not adding something that doesn't go with the map. And I am not adding music that I already put into another map.

D: Hellmarch was Frank's best work >_>

Subject: Re: C&C_Epocilation
Posted by [Cpo64](#) on Mon, 13 Aug 2007 00:52:56 GMT
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Maps shouldn't have music

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Mon, 13 Aug 2007 00:54:05 GMT
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lol this topic has almost as much views as a sticky!

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 13 Aug 2007 02:15:23 GMT
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Ok, no music. It is just that when I didn't put music in some of my past maps, people complained and said there should be music in it.

Also if you don't like music just type in the console command "musica" and hit enter. It will play nothing, and shut turn off the music.

But don't worry, I won't put any music in.

But what I might do instead, in place of the music, I can put some more ambient sounds, and more weather sounds... like wind or something.

Subject: Re: C&C_Epocilation
Posted by [Gen_Blacky](#) on Mon, 13 Aug 2007 03:06:42 GMT
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I agree with slave

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 13 Aug 2007 05:20:14 GMT
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Yes, yes, yes, No music.

Now onto another topic.

The Advanced Guard Tower. As some of you already know, the Advanced Guard Tower has to face a specific direction for the guns to fit perfectly on it.

But alas, the current direction the AGTs are facing are not the correct positions. Therefore I will have to turn them 90°. The doors will be facing the OPPOSITE direction of the Nod base.

I am just saying this as a warning so that the next time you play the map, you don't get scared and think the AGTs are trying to harvest your thoughts and kill you in your sleep. Rest Easy.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 13 Aug 2007 07:45:49 GMT
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sadukar09 wrote on Thu, 09 August 2007 15:47When you shoot Blue Tiberium, you get the animation for Green :\

Sorry, can't fix that. I also was trying to find away to make blue tib explode, but couldn't think of anything.

The only thing maybe I could is make the crystals explode when shot at enough.. but that is about as far as I can go.

Subject: Re: C&C_Epocilation
Posted by [Scrin](#) on Mon, 13 Aug 2007 09:31:38 GMT
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razorblade001 wrote on Mon, 13 August 2007 00:20Yes, yes, yes

.
Pls, Pls, Pls.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Mon, 13 Aug 2007 12:01:42 GMT
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razorblade001 wrote on Mon, 13 August 2007 00:20Yes, yes, yes, No music.

Now onto another topic.

The Advanced Guard Tower. As some of you already know, the Advanced Guard Tower has to face a specific direction for the guns to fit perfectly on it.

But alas, the current direction the AGTs are facing are not the correct positions. Therefore I will have to turn them 90°. The doors will be facing the OPPOSITE direction of the Nod base.

I am just saying this as a warning so that the next time you play the map, you don't get scared and think the AGTs are trying to harvest your thoughts and kill you in your sleep. Rest Easy.

Well can you have one Ob/AGT at the back and front then?

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 13 Aug 2007 16:17:16 GMT
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Can't.

First of all there isn't any room. Second, if I did that, then I would need to remake the VIS layers from scratch.

Subject: Re: C&C_Epocilation
Posted by [Scrin](#) on Tue, 14 Aug 2007 05:27:25 GMT
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razorblade001 wrote on Mon, 13 August 2007 11:17Can't.

First of all there isn't any room. Second, if I did that, then I would need to remake the VIS layers from scratch.

more ss from cool positions would be perfect

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Tue, 14 Aug 2007 05:46:51 GMT
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Lol, thanks for bump. I was just about to post here.

I need some opinions. What would be worth fighting for? What would be an important object that would be wanted by for both teams?

You see I am trying to find ways to spread the battle out. I already put a bunch of gun emplacements and an advanced weapon spawner on the top of the bridge, hoping that people will use the bridge more often now, but I am trying to think of something to put in the cities that both teams will want.

I am thinking maybe Armor/Heath Power Ups. (The ones that add to your maximum health) But I don't think that is enough. I can't do another weapon spawner, because then the one on the bridge wont be worth fighting for.

So does anyone have any suggestions?

FYI, it can't be a special vehicle or something like that. It needs to be something stationary in the city that both teams would want to be working for them.

Subject: Re: C&C_Epocilation
Posted by [Archcasp](#) on Tue, 14 Aug 2007 07:50:17 GMT
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razorblade001 wrote on Tue, 14 August 2007 01:46Lol, thanks for bump. I was just about to post here.

I need some opinions. What would be worth fighting for? What would be an important object that would be wanted by for both teams?

You see I am trying to find ways to spread the battle out. I already put a bunch of gun emplacements and an advanced weapon spawner on the top of the bridge, hoping that people will use the bridge more often now, but I am trying to think of something to put in the cities that both teams will want.

I am thinking maybe Armor/Heath Power Ups. (The ones that add to your maximum health) But I don't think that is enough. I can't do another weapon spawner, because then the one on the bridge wont be worth fighting for.

So does anyone have any suggestions?

FYI, it can't be a special vehicle or something like that. It needs to be something stationary in the city that both teams would want to be working for them.

extra silo, reapiir bay, maybe a repair on the roof for orca or chooper. Spy creates/money creates. just some ideas

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Tue, 14 Aug 2007 08:22:21 GMT
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I like the idea of a repair facility, but it will take a bit of time to figure out how I would go about doing it.

Good ideas, if you think of any more, tell me.

Subject: Re: C&C_Epocilation
Posted by [Gen_Blacky](#) on Tue, 14 Aug 2007 19:48:48 GMT
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make super hax tank that blows up every thing

Subject: Re: C&C_Epocilation
Posted by [Slayer9x9](#) on Wed, 15 Aug 2007 14:19:09 GMT
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You could also add underground tunnels...or even a underground battle area...
Also, try adding like a completely unique HQ building in the middle of both bases...

Just throwing out some ideas

Subject: Re: C&C_Epocilation
Posted by [Gen_Blacky](#) on Wed, 15 Aug 2007 16:46:34 GMT
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when u gonna release a beta test so more people can paly and come up with ideas

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Wed, 15 Aug 2007 20:56:24 GMT
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Gen_Blacky wrote on Wed, 15 August 2007 11:46when u gonna release a beta test so more people can paly and come up with ideas
Done that long time ago to select people :\

Subject: Re: C&C_Epocilation
Posted by [Gen_Blacky](#) on Wed, 15 Aug 2007 21:29:16 GMT
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i said public meaning every 1

Edit: i just noticed i didnt say public but thats what i meant

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 01:12:04 GMT
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I would be able to.. but it is having a problem. It isn't loading when I play it in Renegade.

It doesn't crash the game, but the loading never finishes. It get all the way to the end, like a half an inch from the end of the load bar, and just stops. I waited like 20 min, and it didn't load.

I think I have an idea of why, but if I am wrong I will need to take out the plumbing of the map and rework it.

Subject: Re: C&C_Epocilation
Posted by [Gen_Blacky](#) on Thu, 16 Aug 2007 03:20:29 GMT
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ive had the problem i put a object in a map that ren dosent like

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 04:27:36 GMT
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What do you mean "an object" Do you mean an object you added in from Renx or made in Level Editor?

(I really hope you mean Level Editor.. or else I would need to remove those new buildings I added)

Hmm, hey, does making 2 of the same type of building controller cause that problem?

The Duel defenses were having a bit of a problem, so I deleted them and started from scratch, this time both have the same building prefixes, but are grouped separately.

So since they have the same prefixes, I needed to use the same building controller. Do I have to temp it and make the same prefix just on another controller? (Basically a Parent and Child preset that do the exact same thing)

Also, just a note, that I DID temp new the aggregate presets to get the buildings working... so that isn't the problem.

Subject: Re: C&C_Epocilation
Posted by [Gen_Blacky](#) on Thu, 16 Aug 2007 04:38:33 GMT
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I think u have make all new prefixes for the second base defense

Edit: Do n0t listen 2 me idk ^

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 05:13:12 GMT
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I tried that originally, and it didn't work. I remember someone said I simply needed to group them apart.

I didn't think it was true, but I am going to try it anyway.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 19:00:23 GMT
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AHH I don't understand what the problem is!

- First I tried temping the building controllers, that didn't work.
- Then I tried deleting one of the controllers (For both teams), that didn't work.
- Then I tried deleting both controllers, that didn't work.
- Next I deleted one of the buildings in Renx, and that didn't work.
- I tried deleting all the objects that I had added from the time when I had the last beta up and working... that didn't work.
- Then I tried reverting to I think 1.10 beta, the only difference was the new stuff in the terrain... and you guessed it, that didn't work either.

No matter what I seem to do, the game just never loads. Renegade doesn't crash.. it just doesn't finish loading!

And I have no idea why it won't work! Besides the stuff I added in level editor, I only added in some small new buildings in in Renx, and rotated the AGTs 90°

..That is all I did.. I don't understand what the problem could possibly be...

...is it possible that there is too much on the map? And by me adding the new buildings, it possibly went "over the limit" ?

Subject: Re: C&C_Epocilation
Posted by [Slave](#) on Thu, 16 Aug 2007 19:17:38 GMT
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Nevermind, misread. Although I don't believe the buildings are to blame.

btw, rp2 seems to work just fine. and is much bigger.

Subject: Re: C&C_Epocilation
Posted by [liquidv2](#) on Thu, 16 Aug 2007 21:09:08 GMT
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what's the last change (or changes) you made before it stopped working D:
i just saw this now, i read everything lol

this map is cool as hell tbh, i'm willing to try it out
i'll give back as much input as i can find

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 22:58:14 GMT
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This is a full list of things I have changed so far since the last beta:

Renx:

- Put infantry blockers on canyard, to keep people from getting stuck near ramp.
- Put vehicle blocker on building over hang, to hopefully stop the camera from going inside the building.
- Deleted older Duel AGT/Ob (Those had seperate prefixes) and put in new models, each with same prefixies)
- Rotated both AGTs 90° so guns fit on them correctly.
- Added in 3 new buildings for infantry to play on.
- Created new VIS sectors on cliffs to help with VIS glitches. (I haven't generated the sectors yet... could that be the problem?)
- Put little mounds for the SAM sites to rest on.
- Replaced Silo models.

Level Edit:

- Added map objects (Barrels, crates, ect)
- Re-computed vertex solve (Lighting)
- Deleted old AGT/OB Building controllers, and put new ones on.
- Temped and renamed building aggregates to fit the buildings.

I believe that is all.

Could it be a problem with the VIS not being Generated yet? I doubt it though...

Maybe I should export an older version of the map, before the changes, and see if it works..

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Thu, 16 Aug 2007 23:06:05 GMT
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Quote:-Put infantry blockers on canyard, to keep people from getting stuck near ramp.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 19 Aug 2007 23:26:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, this is what I did:

I loaded up an older version of the terrain, exported that, and that seems to work.

So I rotated the AGTs 90°, but when I look at them in game, one of them has their exterior facing

the same direction as before, and you can see into the inside that the inside is facing the way I turned it.

And the other AGT's exterior is completely invisible, and you see that the inside is facing the correct direction.

This is a screen shot of how it looks in Level edit. This is the way it is supposed to look:

Now here is what it looks like in Renegade. Notice the interiors are facing the correct direction, but the exteriors aren't. And one of the exteriors doesn't even show up!:

What is wrong?! How come it is all mixed up!?

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Mon, 20 Aug 2007 00:06:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

^ LOL! The GDI Engineers are so DUMB!!! (not you)

Subject: Re: C&C_Epocilation
Posted by [Cpo64](#) on Mon, 20 Aug 2007 00:23:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks like something has gone funky with the alignment, perhaps try deleting them and re-adding them?

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 00:26:17 GMT
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I did try deleting them and re-adding them.

That is what happened!

Subject: Re: C&C_Epocilation
Posted by [GrayWolf](#) on Mon, 20 Aug 2007 01:20:14 GMT
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Maybe it has something to do with the meshes naming, they can't have the same name. It

happened to me a few times but I use max not gmax, so I don't know for sure.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 03:20:10 GMT
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Maybe <_<

I did rename one of the AGT's differently, gave it the prefix of "mgagw" but the other one is still "mgagd"

Before I replaced it, it was "mgagd" and "mgagt"

What if I did this, would it work?:

Download the Buildings for Level Edit, and place them in via level editor. That should work... right?

Subject: Re: C&C_Epocilation
Posted by [GrayWolf](#) on Mon, 20 Aug 2007 03:28:21 GMT
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Are you saying export the buildings separately from the map? Then in level editor make them like you would a static object like a tree, or a rock. I think it would as long as you made 2 different ones and changed the names. maybe I could be wrong

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 03:46:05 GMT
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For some reason I remember someone posting about a building pack that was specifically designed to apply buildings in from level editor.

But that idea is much better. All I need to do is copy the X, Y, and Z coordinates down and boom I can import it.

Hope this works.

Subject: Re: C&C_Epocilation
Posted by [Spice](#) on Mon, 20 Aug 2007 06:33:53 GMT
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What happened is when you rotated the AGT, the proxies didn't get rotated as well. The little boxes on the inside of the buildings (gmax) represent where the interior peices are placed in level edit. When you rotate the buildings, make sure you are moving those with them.

This map is looking super! I can't wait to play it.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 06:55:00 GMT
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That is what I thought I did, but I selected it all with a box then moved it.

But it doesn't matter now. I have some how reversed the problem to the complete opposite.

You see, I have fixed the AGT, both of them. But, now every single structure, BESIDES the AGTs and Obs, don't have an exterior. The main terrain is missing, and I can see the exteriors for the GDI buildings on another part of the map!

I have an idea on how to fix it though.

Subject: Re: C&C_Epocilation
Posted by [Spice](#) on Mon, 20 Aug 2007 21:01:47 GMT
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If you can't fix it I can take a look at the gmax file for you. You can contact me on MSN @ DeathAX@Hotmail.com or on our forums in my signiture.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 21:38:21 GMT
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Whoops forgot to post I guess. Yea my idea was correct, I fixed it.

I am only having a problem with the interiors of the defense structures. I made it another thread. Here: <http://www.renegadeforums.com/index.php?t=msg&th=25688&start=0&rid=4> 915

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Fri, 24 Aug 2007 11:43:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Almost page 2 :/ Bump

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 24 Aug 2007 16:46:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am having problems with my computer. I installed a new Motherboard and CPU, but now I am get some sort of boot problem. I am getting it checked out today, so I need to put the map on hold.

Subject: Re: C&C_Epocilation
Posted by [Gen_Blacky](#) on Fri, 24 Aug 2007 20:55:43 GMT
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o noes not on hold

Subject: Re: C&C_Epocilation
Posted by [Muad Dib15](#) on Sat, 25 Aug 2007 03:17:31 GMT
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With all the problems, I think Ill keep my beta. The only problem I have is that the agts don't work, I lag big time going through smoke, the harvester money animation doesn't work(which I can handle because of the arm animation), and I can't target the agts. I love it though.

Subject: Re: C&C_Epocilation
Posted by [cncnick13](#) on Sat, 25 Aug 2007 04:08:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice maps

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Fri, 31 Aug 2007 20:53:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

bump -_-

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 02 Sep 2007 02:51:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, I got my PC up and running again. Took 3 reformat, and installations of XP... but I got it.

After sept. 3 (OMC4 Map submission) rolls over, I will start working on this map again. I need to get Gmax, renx, and level edit again.

Subject: Re: C&C_Epocilation
Posted by [Ryu](#) on Sun, 02 Sep 2007 03:13:02 GMT
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What

the

Duce?

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 02 Sep 2007 03:24:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

cool, thanks.

Subject: Re: C&C_Epocilation
Posted by [Ryu](#) on Sun, 02 Sep 2007 06:57:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

razorblade001 wrote on Sat, 01 September 2007 22:24cool, thanks.

It's only because I love you.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sun, 02 Sep 2007 07:52:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ryu wrote on Sun, 02 September 2007 02:57razorblade001 wrote on Sat, 01 September 2007 22:24cool, thanks.

It's only because you gave me a private beta of your map.

It was not a problem.

Subject: Re: C&C_Epocilation
Posted by [Ryu](#) on Sun, 02 Sep 2007 08:23:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

razorblade001 wrote on Sun, 02 September 2007 02:52Ryu wrote on Sun, 02 September 2007 02:57razorblade001 wrote on Sat, 01 September 2007 22:24cool, thanks.

It's only because you gave me a private beta of your map.

It was not a problem.

nice editing hax!

Subject: Re: C&C_Epocilation
Posted by [Muad Dib15](#) on Tue, 04 Sep 2007 22:57:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

How long until the full map will be out?

Subject: Re: C&C_Epocilation
Posted by [Gen_Blacky](#) on Tue, 04 Sep 2007 23:03:30 GMT
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forever and ever

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Tue, 04 Sep 2007 23:06:29 GMT
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starts to cry

BAD NEWS FOLLOWS THIS LINE OF TEXT. UNLESS YOU BELIEVE YOU WILL BE UNAFFECTED BY HORRIBLE NEWS, LEAVE THIS THREAD IMMEDIATELY!

Ok, so OMC4 passed, and now I started to get back to work on this map. I figured out a major problem I was having with duel buildings... but fixed it just a few min ago.

So now, with my fix, I implement it into the terrain, and then I export it to level editor.

I open the map *for the first time since my reformat* and it loads, loads, loads, *crashes to desktop*

I tried to load an older backup, that crashed too. I load an even older one, and that one crashes too!

I start a new project, and load the terrain to see if that is causing the problem, it wasn't! So that means something in the map is making it act all evil and makes it crash on me.

So I am going to have to cram now. I need to start from square 1 in level edit. But this time I have the beta maps still saved, so I should be able to do what I need to do much quicker now.

...this really blows.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Tue, 04 Sep 2007 23:40:17 GMT
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Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Tue, 04 Sep 2007 23:59:37 GMT
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I think the hardest thing I have yet to do now is place all the trees and destroyed vehicles.

Uggg... And school starts tomorrow

Subject: Re: C&C_Epocilation
Posted by [IronWarrior](#) on Wed, 05 Sep 2007 10:29:00 GMT
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razorblade001 wrote on Tue, 04 September 2007 18:06*starts to cry*

BAD NEWS FOLLOWS THIS LINE OF TEXT. UNLESS YOU BELIEVE YOU WILL BE UNAFFECTED BY HORRIBLE NEWS, LEAVE THIS THREAD IMMEDIATELY!

Ok, so OMC4 passed, and now I started to get back to work on this map. I figured out a major problem I was having with duel buildings... but fixed it just a few min ago.

So now, with my fix, I implement it into the terrain, and then I export it to level editor.

I open the map *for the first time since my reformat* and it loads, loads, loads, *crashes to desktop*

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I start a new project, and load the terrain to see if that is causing the problem, it wasn't! So that means something in the map is making it act all evil and makes it crash on me.

So I am going to have to cram now. I need to start from square 1 in level edit. But this time I have the beta maps still saved, so I should be able to do what I need to do much quicker now.

...this really blows.

Ah well, that's not as bad as losing you're ENTIRE level edit folder with everything you was working on, gone.

Thank god for backups. :|

Subject: Re: C&C_Epocilation
Posted by [Ryu](#) on Wed, 05 Sep 2007 11:10:23 GMT
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I don't mind doing some Level Edit work if you do the Terrain work.

Yes, I will help!

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Wed, 05 Sep 2007 19:55:44 GMT
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I should be able to handle it on my own, but if I need help, you will be the first one I ask, since you volunteered.

Here is a to-do list of what I suspect I need to redo. Somethings I have already done, and are not on the list, and somethings I am just not thinking of, and will pop up when the time comes.

- Place building controllers
- Set construction yard controller to repair other structures
- Set up small base defenses (Guard Towers, Turrets, Anti-Air cannon and SAM sites)
- set up harvester waypoints
- set up player harvest zones
- Place trees
- Place Destroyed vehicles
- Place destroyed vehicle barriers
- Place Smoke
- Put in player spawners
- Put in weapon spawners
- Put Tiberium crystals in fields
- Map decor (DSAPO)

- Fix traffic lights
- Place Wall segments
- Civilian Vehicles
- Generate pathfind sectors
- Generate VIS

Small things, but there is a lot of em.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Thu, 06 Sep 2007 04:45:02 GMT
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YES! I got good news!

This is what happened:

I was fixing the map up in level edit. I put in the controllers in, and I wanted to go and test it in game. So I saved it, and exported it. But while I was exporting, I realized that I had forgotten to put in the explorer helicopters in. So after it finished, I found the Orca and clicked make.

BOOM! My level edit crashed!

And just as fast as it crashed to my desktop, it hit me... I was using the wrong version of level editor! (Luckily I saved backup copies of the old Epoc lvl files) I placed the old level files back in the level folder, and opened up the other version of level edit that I had.

I clicked open, and then loaded the map, and.. IT WORKED! It didn't crash!

So, the past day and a half of trying to redo my work was for naught, but I don't care cause now I can get on with the mapping!

Expect public beta soon!

excited

Subject: Re: C&C_Epocilation
Posted by [Gen_Blacky](#) on Thu, 06 Sep 2007 23:36:49 GMT
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Good job nub good news

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Fri, 07 Sep 2007 19:23:53 GMT
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Gen_Blacky wrote on Thu, 06 September 2007 18:36 Good job nub good news
FUCKING SEX!!!! (Not really :/)

Subject: Re: C&C_Epocilation
Posted by [Ryu](#) on Fri, 07 Sep 2007 19:34:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Woot!! I really can't wait to play this map on a big-ass server, Fun fun fun!!

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 07 Sep 2007 19:50:08 GMT
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I am trying to get it out. My last test in renegade ended in a crash of Renegade... scripts gave me a crashdump and I linked it into the script's thread.

I'm going to try to get it to work on a non-scripts enhanced Renegade. But for the moment, it is having a crashing problem.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sat, 08 Sep 2007 23:25:31 GMT
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Here is a quick little update of what is going on:

I fixed the crashing problem I was having. It wasn't a script problem, there was something wrong with the GDI Construction Yard building controller I was using.

I fixed some clipping errors on the repair pads and the Construction yard crane bibs.

I changed the life-time for the impact explosion of the AA cannon to 0.08. Meaning when it hits you, you see a tiny puff of smoke, and some small debris. This will in no way lower your frame rate. Unless you have some sort of invincible helicopter and sit still while using a 486.

I fixed the double building problems, and both defenses work.

I shorted boundaries and lowered flight roof.

I am leaving the smoke emitters the same. I find that if it drops your FPS to BELOW 15 it would be a problem. Because, in the past, I have played Renegade with an FPS ranging from 16-30 and played without problems for over 3 years. So for those of you who are getting FPS drops into the 20s, I'm willing to bet that your game didn't actually get choppy. I think you can live with it. But again, if anyone gets a drop LOWER than 15, PLEASE tell me.

I put end game beacon zones in. They are in the construction yards, not the soldier buildings.

I added some in-base scenery, Some of it can be used to the advantage of resourceful players.

I am currently working on fixing the traffic lights. I had a fix for them, I made a hi-quality texture in Photo Shop, and put new lights over the old ones, but somehow it made the map crash, so I am going to try another way to fix this.

After which I believe all I need to do is generate VIS sectors and that is it.

So if everything goes as planned, I only have 2 things to do until public beta.

ALSO NOTE

I have installed a new Intel Pentium Core 2 Duo (E6600) Processor and a new mother board. I have no idea how this will affect how fast VIS is generated.

On my old Intel Pentium 4 2.0GHz processor, it took 1-2 days to complete. So keep your hopes up that it wont take that long.

Also one quick question: Do you guys want Tiberium mist? (Blue/Green smoke in Tiberium fields)

Subject: Re: C&C_Epocilation

Posted by [sadukar09](#) on Sat, 08 Sep 2007 23:35:25 GMT

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razorblade001 wrote on Sat, 08 September 2007 18:25Here is a quick little update of what is going on:

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Also one quick question: Do you guys want Tiberium mist? (Blue/Green smoke in Tiberium fields)

Fucking send me that E6600 or I will torture you

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 10 Sep 2007 01:44:11 GMT
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HOLY CRAP!

I Fixed the traffic lights, the game doesn't crash, and this morning, just before I left to go to a barbecue, I set it to start generating the VIS sectors.

It was done by the time I got back home.. and when I checked the message, it said it took 1 Hour and 58 Min to complete.

2 (TWO) HOURS! It used to take TWO DAYS!
Thats a 46 HOUR DIFFERENCE!

hugs CPU

Subject: Re: C&C_Epocilation

Posted by [Gen_Blacky](#) on Mon, 10 Sep 2007 02:52:06 GMT

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Imao nias good to hear cant wait for release.

Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Mon, 10 Sep 2007 05:45:12 GMT

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Wait no longer

I have here the public beta test. I have fixed mostly all bugs (If not, all bugs) that have been brought to my attention, as well as various other bugs that have not been noticed by other players.

Your jobs are simply to find and track down bugs. My main concern are bugs that get in the way of game play. Those are my primary concern. Bugs that relate solely to eye candy, are a lower priority.

Bugs such as those include vehicle/character disappearing when on a far corner of the map, or the tip of the obelisk disappearing at a certain angle. These are not my primary concern.

Buts you should look out for are things like team imbalances, floating trees, ect, ect.

Unfortunately, I don't have the time or money to put together a server to run a test game on. So unless you guys get together and run your own private games, I cannot get a server going.

Feel free to share the file with as many people as you see fit. And have fun

(ReadMe explains all installation procedures)

<http://files.filefront.com/CC+Epicilationrar;/8518935;/fileinfo.html>

(copy and paste into URL)

Change Log:

Unfortunately, the change log was lost in my system reformat, so this is what I changed basing off my memory:

- Fix AA Cannons causing low FPS
- Fixed problems with double structures (Interiors)
- Fixed AGTs.
- Added blockers on construction yards to fix getting stuck near a ramp.
- Added SAM site bunkers to fix clipping errors on ground.
- Changed AA Bullet tracer color from Red to Gold.
- Added a control point on bridge that makes use of it much more important.

- Added a 1000 Class weapon spawn on top of bridge to give bridge more action.
- Added Health and Armor metal power ups in both cities
- Enhanced visual looks of Neon Tiberium Glow.
- Disabled targeting of Wall segments
- Increased Artillery Turret turn rate.
- Increased Repair bay repair speed.
- Added in Recon Bike PT Icon
- Moved one Guard Tower from front of GDI base to back to help defend Power Plant.
- Shortened firing range of AA Cannon, but increased velocity of bullets.
- Regenerated VIS sectors.
- Fixed visual problems regarding traffic lights not having color.
- Fixed texture errors in terrain which stretched textures in specific areas.
- Added projectile collisions to GDI and Nod base ground.
- Applied missing textures to GDI AA Cannon.
- Added scenery in bases and around map
- Put rocks on a cliff outside of GDI base to make sneaking around the side of the base with Stealth Tanks much harder.

Possibly more changes, but I am just not remembering... sorry.

Subject: Re: C&C_Epocilation
Posted by [Gen_Blacky](#) on Mon, 10 Sep 2007 06:26:51 GMT
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Imao nias im gonna find all the bugs and make you mad

Subject: Re: C&C_Epocilation
Posted by [Gen_Blacky](#) on Mon, 10 Sep 2007 08:07:31 GMT
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ok i ran through the map and it looks just at certain angles things turn invisible or u can see through them. IT only happened in nod and gdi base.

there where one or 2 missing textures but that don't matter.

just lots of stuff like that, like very buildings has it where you cant see pts or master terminals.

Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Mon, 10 Sep 2007 18:52:59 GMT

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Yes, unfortunately I know of this already. I wasn't able to fix it because no VIS data was generated for those areas.

But don't worry, I will make new zones to put under the buildings, so I can fix VIS problems in them as well.

So far the only VIS errors I have found on my own are:

- Outside the GDI base, looking over the cliff
- Outside Weapons Factory garage, looking at AGT
- Inside Hand of Nod on Ramp and near windows
- Inside both GDI and Nod refineries
- Inside Infantry Barracks

As well as a problem that I noticed my self: The Nod SAM site near the Power Plant is too close to the wall, and is unable to fire over the wall.

This brought a question to mind:

Would you guys, the players, rather have the base's Anti-Air weapons on the inside, or the outside of the base walls?

Advantages of having them on the inside:

You can repair them easily, they are more well defended, cover a little more of the base's Air Space

Advantages on having them on the outside:

Further range for enemy's sneaking around back, better accuracy, 'No where to hide' because walls won't obstruct the shots fired.

So what would you prefer? Inside, or Outside?

Subject: Re: C&C_Epocilation

Posted by [sadukar09](#) on Mon, 10 Sep 2007 21:02:06 GMT

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-Added blockers on construction yards to fix getting stuck near a ramp.

2 times DAMMIT!!!!

EDIT: Vis error on the outside of obelisk 2 (the one in front of the HoN. And SAMs on the inside, more C&C95ish.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Mon, 10 Sep 2007 22:11:28 GMT
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Oh, lol. I thought I did. Don't worry, I didn't do it twice. I just said all that stuff from memory. I wasn't sure if I fixed it last version, or the version before it.

And ok, I will add in more VIS sectors in Obs too.

So, anyone have any problems not relating to VIS? Any balance problems? Missing textures? Harvester logic?

If it just VIS, than that is great!

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Tue, 11 Sep 2007 02:38:13 GMT
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I apologize that this thread keeps getting bumped up... I know it is probably annoying the hell out of you guys now.. but hey! I got screen shots

Subject: Re: C&C_Epocilation
Posted by [Ryu](#) on Tue, 11 Sep 2007 19:34:43 GMT
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Sex.

Subject: Re: C&C_Epocilation
Posted by [Muad Dib15](#) on Wed, 12 Sep 2007 02:29:25 GMT
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So is it ready for a sever yet?

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Wed, 12 Sep 2007 04:20:20 GMT
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Of course you can try it for a server. The only problems that have been reported so far are VIS

problems... which aren't game altering problems, and can be fixed easy.

Subject: Re: C&C_Epocilation

Posted by [Chuck Norris](#) on Wed, 12 Sep 2007 17:19:59 GMT

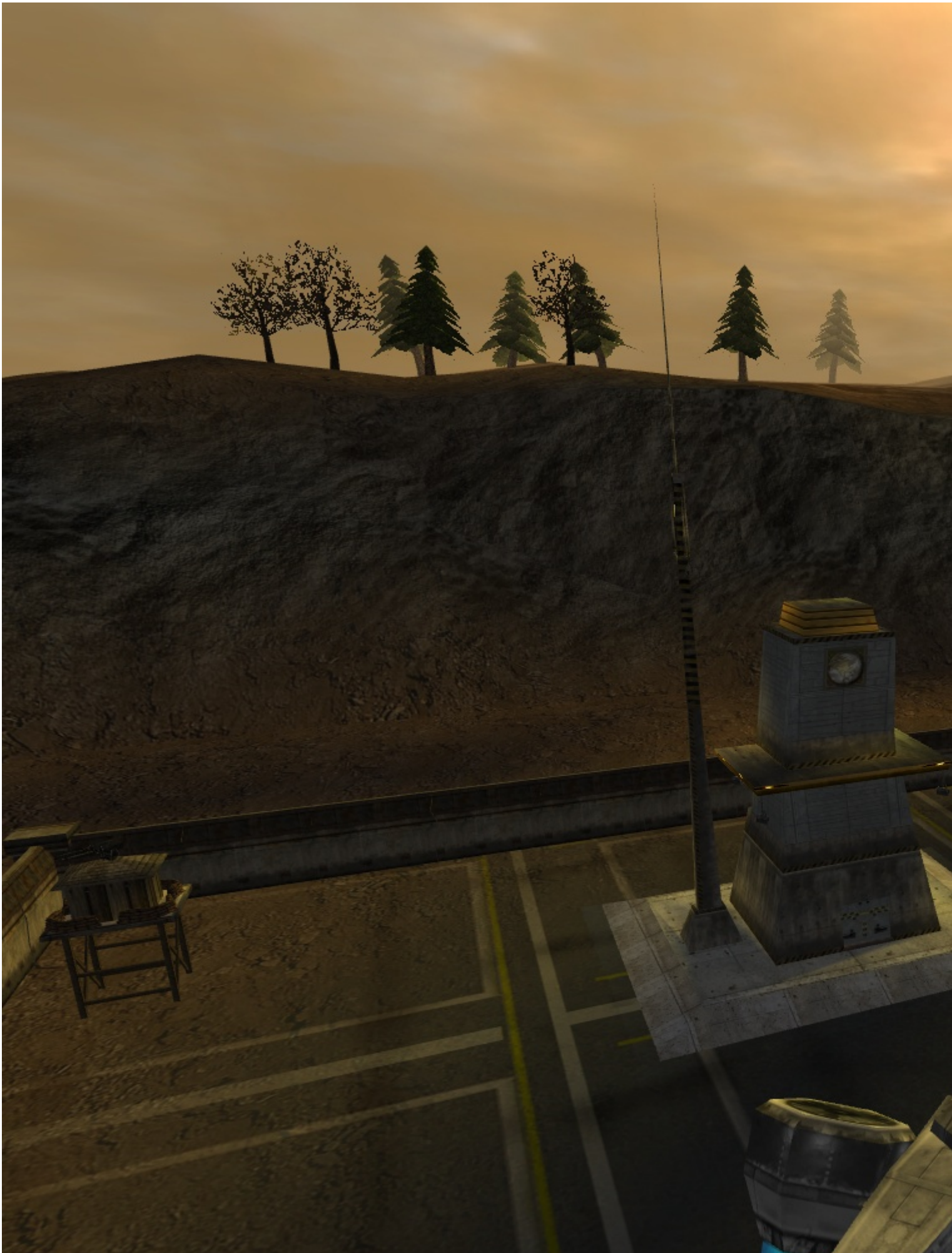
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Tested it, and I say it's an excellent map. A little CPU intensive it seems, but good map and nothing big wrong with it. All I found wrong was, as you said, visual errors. Some were already listed here, some I didn't see listed here.

I uploaded the images. Most of them are self explanatory, and the problem is circled in Red. I've had characters disappear, part of buildings disappear, textures on buildings and the Medium tank disappear, and the crystal and lights on the Obelisks disappear. I only tested the Orca and Medium tank as far as vehicles go.

File Attachments

1) [ScreenShot01.jpg](#), downloaded 794 times

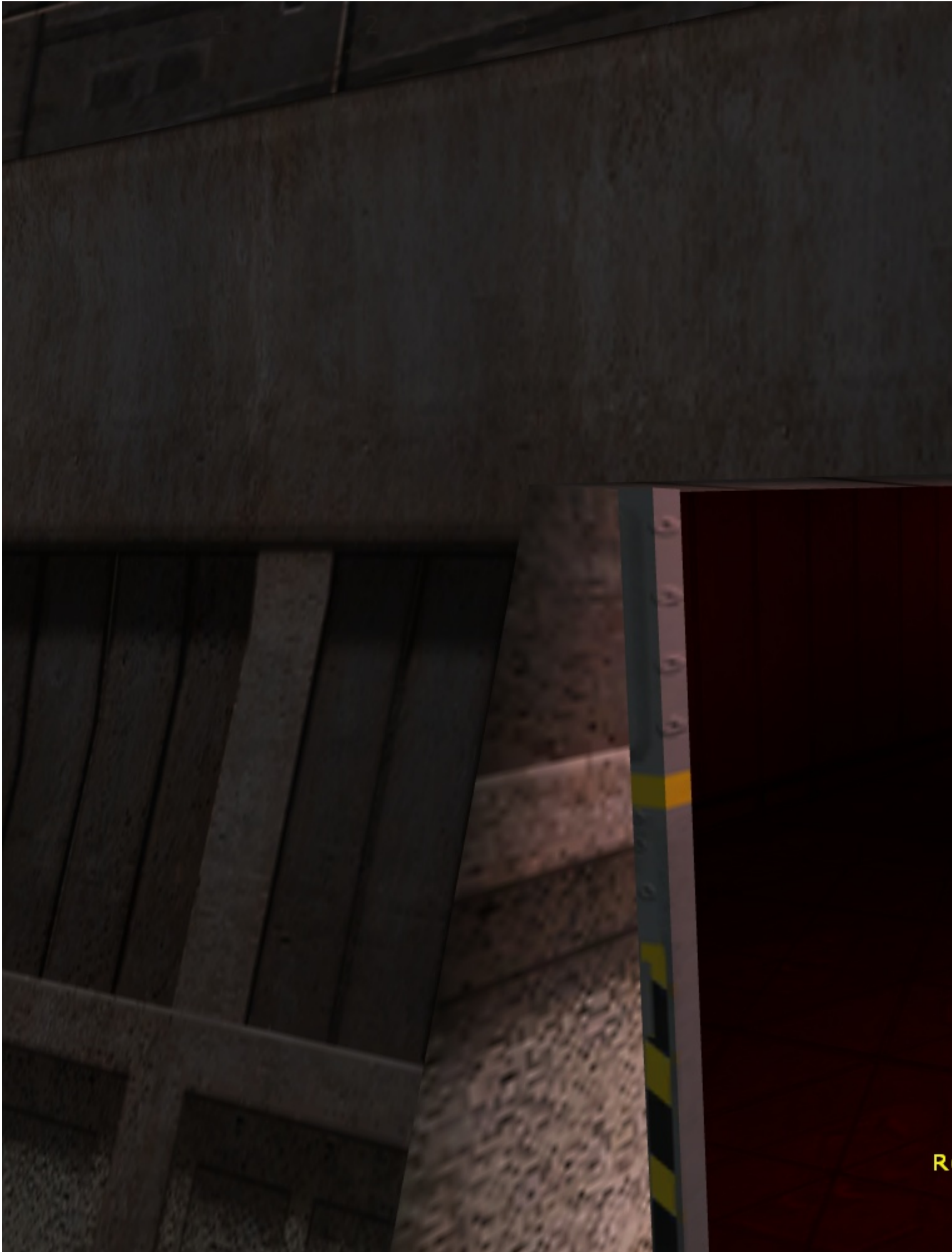


2) [ScreenShot02.jpg](#), downloaded 806 times



Renegade

3) [ScreenShot03.jpg](#), downloaded 796 times



4) [ScreenShot04.jpg](#), downloaded 795 times



5) [ScreenShot05.jpg](#), downloaded 798 times



6) [ScreenShot06.jpg](#), downloaded 796 times



7) [ScreenShot07.jpg](#), downloaded 790 times



8) [ScreenShot08.jpg](#), downloaded 790 times



Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Wed, 12 Sep 2007 19:26:51 GMT
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Ok, that helps.

One thing, however, I can't fix those first 2 what was shown in the first 2 shots. (The ground the barracks/AGT sitting on disappears) ...well not easily anyway. I will try.

The other ones are VIS errors I can fix. (Other than the med missing the texture... that is a new one to me)

Other than that I have a question. You showed in one of the screen shots, that you had C4 on the Nod Construction Yard MCT. Was the MCT there when you placed the C4 and just disappear? Or was it invisible the entire time?

Also, I will try to cut down on the emitters again, possibly freeing up SOME CPU.

Subject: Re: C&C_Epocilation
Posted by [Chuck Norris](#) on Wed, 12 Sep 2007 23:32:14 GMT
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If I remember right, I ran in the side door and over to it and tossed the first C4, moved, and that's when it disappeared. Depending on where I was and how I was looking at it, it would show sometimes and disappear others.

BTW, not sure if this matters, but about the Obelisk, I'm using the replacement one that turns it into the one from single player. My Obelisk crystal (the skin for the red tip top) is also different. Those were the things that disappeared from the Obelisk, so I'm not sure if that has something to do with it.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Thu, 13 Sep 2007 00:12:55 GMT
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Nope, that isn't a problem. Because I have experienced the same glitch on previous versions.

Subject: Re: C&C_Epocilation
Posted by [Muad Dib15](#) on Tue, 18 Sep 2007 01:10:30 GMT
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When is the next version due out?

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Tue, 18 Sep 2007 02:59:21 GMT
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Well, it depends.. Of everyone who downloaded it... they didn't find any other problems besides VIS?

If that is the case, I can start fixing it up, and have it out by the end of the week.

Which will be the final version.

Subject: Re: C&C_Epocilation
Posted by [IronWarrior](#) on Wed, 19 Sep 2007 23:20:03 GMT
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razorblade001 wrote on Mon, 17 September 2007 21:59Well, it depends.. Of everyone who downloaded it... they didn't find any other problems besides VIS?

If that is the case, I can start fixing it up, and have it out by the end of the week.

Which will be the final version.

Nice.

Subject: Re: C&C_Epocilation
Posted by [Archcasp](#) on Thu, 20 Sep 2007 03:29:05 GMT
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w00t! i am proud to be part of this project. and if you do any others, plz let me help on thoses as well.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 21 Sep 2007 03:28:27 GMT
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Does anyone know the emitter name for the smoke used for the Refinery/Power Plant smoke stacks in A Path Beyond?

I want to look over that emitter in W3D viewer, and compare it to the smoke emitters I have.

The emitters in APB look nice, thick, and real. And they don't give off a bad frame rate. So I want to see what I am doing wrong.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Fri, 21 Sep 2007 15:40:03 GMT
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Actually they do give a bad frame rate :/

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 21 Sep 2007 17:10:03 GMT
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Not for me O_o

Well for you, do they give a better or worse frame rate than my smoke emitters?

Subject: Re: C&C_Epocilation
Posted by [Slave](#) on Fri, 21 Sep 2007 17:19:03 GMT
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If you manage to find it, open both emitters and compare the clocks they eat. It's below the viewport. More = more hardware demanding.

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Fri, 21 Sep 2007 19:20:14 GMT
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In APB beta on LAN game I get 40 FPS D:
And I have Pentium D 2.66Ghz 1GB RAM too :/ Plus a X1550 256MB DDR2 Video -_-'

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 21 Sep 2007 19:21:16 GMT
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40 FPS isn't bad...

But you didn't answer my question. Is that better or worse than my smoke emitter?

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Fri, 21 Sep 2007 19:32:47 GMT
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Slightly worse. I think as long as I leave your emitter ASAP I get 50 FPS. If I stay in the smoke a

long time I get around 35-45.

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Fri, 21 Sep 2007 19:43:33 GMT
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Ok, what I had was that it released a "puff" two at a time every 2.8 seconds

Now I set it to release a "puff" once every 3.5 seconds. We will see if this helps.

I am also going to replace some more emitters with that 2000Emitter one, that only releases 2000 "puffs" until it stops.

Subject: Re: C&C_Epocilation
Posted by [Archcasp](#) on Sat, 22 Sep 2007 07:29:07 GMT
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Did you ever try to put the repair bays in the cities?

Subject: Re: C&C_Epocilation
Posted by [R315r4z0r](#) on Sat, 22 Sep 2007 15:13:16 GMT
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I did, but it didn't work out to well. And after I thought it over, I said to myself... "Who is going to fight over a repair bay?"

Subject: Re: C&C_Epocilation
Posted by [sadukar09](#) on Sat, 22 Sep 2007 17:26:34 GMT
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The Orca whores D:

Subject: Re: C&C_Epocilation
Posted by [Archcasp](#) on Sun, 23 Sep 2007 05:13:46 GMT
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sadukar09 wrote on Sat, 22 September 2007 13:26The Orca whores D:

yep =)

Subject: Re: C&C_Epocilation
Posted by [Aircraftkiller](#) on Thu, 18 Aug 2011 22:16:25 GMT
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I just noticed this. Is there any particular reason why you're using textures from APB and textures that I created without asking for our permission first? I really don't mind if you use the work I've done but I'd like to know beforehand that you're doing it.

Subject: Re: C&C_Epocilation
Posted by [Sir Kane](#) on Wed, 31 Aug 2011 09:27:58 GMT
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Did you real have to post in a topic from 2007?

Subject: Re: C&C_Epocilation
Posted by [crazfulla](#) on Wed, 31 Aug 2011 11:45:59 GMT
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trolollllol

Subject: Re: C&C_Epocilation
Posted by [Gohax](#) on Wed, 31 Aug 2011 14:25:29 GMT
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Just noticed this too... Map looks really nice.

Bump of about 4 years though. Nice

Subject: Re: C&C_Epocilation
Posted by [Taz](#) on Wed, 31 Aug 2011 17:04:52 GMT
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Most of those textures are crappy anyway. Why would you want to be associated with them?

Subject: Re: C&C_Epocilation
Posted by [Aircraftkiller](#) on Wed, 31 Aug 2011 17:11:16 GMT
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It's the principle of it. I would like to be asked before something of mine is taken, regardless of how "crappy" others perceive it to be.

Subject: Re: C&C_Epocilation
Posted by [Jerad2142](#) on Wed, 31 Aug 2011 20:35:04 GMT
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Aircraftkiller wrote on Wed, 31 August 2011 11:11It's the principle of it. I would like to be asked before something of mine is taken, regardless of how "crappy" others perceive it to be. People (in general) don't even pay for games, music, etc. anymore. In the end you might as well hope people don't take off with it for as much difference as that'll make. If I were you, I'd just take it as a compliment that others like your stuff enough TO take it lol (although if it were my stuff being used I suppose I would rather people didn't like it then use it without mentioning that they're using my stuff).

Subject: Re: C&C_Epocilation
Posted by [kamuixmod](#) on Fri, 09 Sep 2011 18:35:47 GMT
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hi. i would like to ask if we (aka TCW from Mp-gaming) would get access to use ur Map on TCW.
C&C_Epocilation
<http://www.moddb.com/mods/tcw>

I would be pleased, if you reply.

Subject: Re: C&C_Epocilation
Posted by [GEORGE ZIMMER](#) on Sat, 10 Sep 2011 01:47:24 GMT
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IIRC, you weren't even around during this time, ACK. Seriously, this was 4 years ago.

It's not like he's saying "TEXTURES CREATED BY ME" or anything, either.

Subject: Re: C&C_Epocilation
Posted by [liquidv2](#) on Sat, 10 Sep 2011 06:24:00 GMT
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he got you good
who's laughing now, ACK?

Subject: Re: C&C_Epocilation
Posted by [Aircraftkiller](#) on Sat, 10 Sep 2011 06:30:34 GMT
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GEORGE ZIMMER wrote on Fri, 09 September 2011 21:47:IRC, you weren't even around during this time, ACK. Seriously, this was 4 years ago.

It's not like he's saying "TEXTURES CREATED BY ME" or anything, either.

Whether or not I was around doesn't mean it's okay to take something without at least informing the person involved.

Subject: Re: C&C_Epocilation
Posted by [TankClash](#) on Sat, 10 Sep 2011 07:13:14 GMT
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Read the disclaimer Or README file... usually included with anything Aircraftkiller releases.
