
Subject: [maps]3 new maps

Posted by [Titan1x77](#) on Fri, 17 Aug 2007 01:11:45 GMT

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Ive released 3 new maps and have one more on its way:

Map Name : Dust_Training

Setting: de_dust

Description: GDI and Nod battle it out on this small map, it has a nice balance of infantry and tank battles, lots of cover allow infantry to travel from one base to the other easily. This is a training map, which means a nice balance of gameplay, but doesnt have all the fancy looks and eye candy.

http://titan.renbase.com/maps/C&C_Dust_Training.zip

Map Name : Lightwave_Koth

Setting: Lightwave Arena

Description: King of the hill map where the winner is determined by points. 75 points spawn every 15 seconds on "The Hill". Only way to get there is to teleport using a random spawner that appears every 60 seconds near each base. Tiberium is your best way to collect credits to power-up your character.

1200 credit rocket soldiers have been added and have 300 health and homing ability on their rocket launchers with a increase of 50 damage.

http://titan.renbase.com/maps/C&C_Lightwave_Koth.zip

Map Name : Ocean_View

Setting: By the ocean

Description: GDI and Nod battle it out on this small map by the beach, 2 spawners have a random chance of spawning full health and armor, or 200 credits or a backpack to refill all your ammo.

MRLS have a full rotating turret.

Mobile Arty turret rotates twice as fast.

http://titan.renbase.com/maps/C&C_Ocean_View.zip

As always you can view and d-load any of my maps from www.titan.renbase.com

Subject: Re: 3 new maps
Posted by [Gen_Blacky](#) on Fri, 17 Aug 2007 01:55:11 GMT
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Nice Dude good job

Subject: Re: 3 new maps
Posted by [Ryu](#) on Fri, 17 Aug 2007 03:53:08 GMT
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Titan1x77 wrote on Thu, 16 August 2007 20:11 I've released 3 new maps and have one more on its way:

Map Name : Dust_Training

Setting: de_dust

Description: GDI and Nod battle it out on this small map, it has a nice balance of infantry and tank battles, lots of cover allow infantry to travel from one base to the other easily. This is a training map, which means a nice balance of gameplay, but doesnt have all the fancy looks and eye candy.

http://titan.renbase.com/maps/C&C_Dust_Training.zip

VALVe are going to sue you!!

Also, Link to the de_dust textures, Please? <3

Subject: Re: 3 new maps
Posted by [IronWarrior](#) on Fri, 17 Aug 2007 04:44:44 GMT
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Awesome.

These look really nice, will look forward to playing them.

As this is an public release, you have no problem's with these going on game-maps.net then?

Also, do you intend to release the .lvl file's, if not, then please do.

Subject: Re: 3 new maps
Posted by [SWNight](#) on Fri, 17 Aug 2007 09:20:13 GMT
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Nice work! I hope you release the .lvl file for them

Subject: Re: 3 new maps
Posted by [JeepRubi](#) on Fri, 17 Aug 2007 12:59:30 GMT
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I just have a big fat 404 for dust

Subject: Re: 3 new maps
Posted by [HORQWER](#) on Fri, 17 Aug 2007 13:36:18 GMT
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y cant i download it it says 404 and i dont fuckin know what that means can some one help me with downlaoding

Subject: Re: 3 new maps
Posted by [SWNight](#) on Fri, 17 Aug 2007 13:43:40 GMT
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I didn't get a 404. Downloaded them fine

Subject: Re: 3 new maps
Posted by [Slave](#) on Fri, 17 Aug 2007 14:24:18 GMT
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same here, maybe the download server was down for a minute when you guys tried.

nice maps btw. pretty use of shaders on koth map.

Subject: Re: 3 new maps
Posted by [Titan1x77](#) on Sat, 18 Aug 2007 00:11:57 GMT

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you can put them up on gamemaps, just include the readme.

why would I release the .lvl?

4th map is almost done , heres a WIP form LE

Subject: Re: 3 new maps
Posted by [Cpo64](#) on Sat, 18 Aug 2007 00:40:09 GMT
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So they can do server side mods.

Subject: Re: 3 new maps
Posted by [IronWarrior](#) on Sat, 18 Aug 2007 00:45:48 GMT
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Titan1x77 wrote on Fri, 17 August 2007 19:11you can put them up on gamemaps, just include the readme.

why would I release the .lvl?

4th map is almost done , heres a WIP form LE

As the Cpo64 said above me, for people to do server side edit's.

That new map is looking nice, just a bloody shame, no one ever play's new maps anymore.

Subject: Re: 3 new maps

Posted by [SWNight](#) on Sat, 18 Aug 2007 17:34:18 GMT

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IronWarrior wrote on Fri, 17 August 2007 19:45

That new map is looking nice, just a bloody shame, no one ever play's new maps anymore. Because a lot of people think new maps suck, and don't bother to download them.

Subject: Re: 3 new maps

Posted by [IronWarrior](#) on Sat, 18 Aug 2007 17:48:48 GMT

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SWNight wrote on Sat, 18 August 2007 12:34IronWarrior wrote on Fri, 17 August 2007 19:45

That new map is looking nice, just a bloody shame, no one ever play's new maps anymore. Because a lot of people think new maps suck, and don't bother to download them.

Nah, I don't believe it's because of that, it's because most player's now are too fucking stupid and lazy in downloading them and installing them.

Subject: Re: 3 new maps

Posted by [Titan1x77](#) on Sat, 18 Aug 2007 22:32:22 GMT

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I wouldnt make any maps if they didnt get played, i have no problems finding a full server at unrules which will feature these new maps.

I hate SS edits, they mess the gameplay up in most cases...such as crates, which takes more work for me to setup presets which dont use the crate model...so crates won't work on any of these maps, they play fine without edits, but If someone contacts me from a server, I can send the .lvl if they have good intentions.

Subject: Re: 3 new maps

Posted by [Cpo64](#) on Sat, 18 Aug 2007 22:32:57 GMT

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Its a shame maps are such a huge file size, and we don't have an automatic downloader.

Subject: Re: 3 new maps

Posted by [Gen_Blacky](#) on Sat, 18 Aug 2007 22:53:26 GMT

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why dosent some 1 make one

Quote:Its a shame maps are such a huge file size, and we don't have an automatic downloader.

Subject: Re: 3 new maps
Posted by [IronWarrior](#) on Sun, 19 Aug 2007 00:34:53 GMT
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I noticed you added a scripts.dll to the file for Lightwave, didn't you think about adding the scripts.dll to the mix itself?

Subject: Re: 3 new maps
Posted by [Ryu](#) on Sun, 19 Aug 2007 01:44:12 GMT
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SWNight wrote on Sat, 18 August 2007 13:34IronWarrior wrote on Fri, 17 August 2007 19:45
That new map is looking nice, just a bloody shame, no one ever play's new maps anymore.
Because a lot of people think new maps suck, and don't bother to download them.

:/ New maps don't suck, Some maps may lack stuff but look at C&C_Epocilation and
C&C_Ruin0x, They're well made maps and sure as hell fun to play.

I agree with Iron, People are too lazy/stupid to download and install them, when it's quite simple.

I'd rather play on a server that has fan-made maps and original maps than a server that only hosts
the originals.

The more the merrier!

Subject: Re: 3 new maps
Posted by [IronWarrior](#) on Sun, 19 Aug 2007 05:09:46 GMT
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You can now download these maps at [Game-Maps.NET](#)

Lightwave Koth

Dust Training

Ocean View

Titan1X77, if you can, please take a look and see if this acceptable, if anything you think need's changing please say so.

Ah Titan, reason, am alway's after the .lvl file's for new maps is because, I think the Renegade modding community is poor when it comes to sharing stuff.

If you released them, I would host them in the modding part of GM.Net with the others.

Subject: Re: 3 new maps
Posted by [IronWarrior](#) on Sun, 19 Aug 2007 11:48:39 GMT
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Delete me.

Subject: Re: 3 new maps
Posted by [IronWarrior](#) on Sun, 19 Aug 2007 12:22:40 GMT
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MP-Gaming.com has put up a server for these maps.

The server won't be up for long, so play while you can.

Server name - MP-Gaming.com - FanMaps

Subject: Re: 3 new maps
Posted by [Xpert](#) on Sun, 19 Aug 2007 15:00:27 GMT
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The dust map gave me a boner. It's so well balanced and the looks of it from ingame is very nice. I'm definitely uploading this to the downloads on my community's site.

Subject: Re: 3 new maps
Posted by [Titan1x77](#) on Tue, 21 Aug 2007 00:00:21 GMT
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well, i didnt have a beta test for dust training, and ofcourse theres a bug with it, it's been fixed and uploaded

http://titan.renbase.com/maps/C&C_Dust_Training.zip

mammoth tank got stuck in WF and airstrip wasn't detected by controler, both are fixed
