
Subject: C&C_AllOutWar.mix
Posted by [Brandon](#) on Tue, 13 Nov 2007 21:19:40 GMT
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Currently my buddy and I are working on a new map called C&C_AllOutWar.mix and it'll be a nice new map. It'll be a big map but we'll try to keep it low poly and try our best not to have it take away from FPS and such. The map is of unique terrain (no symmetrical terrain design). It will be used primarily for All Out War mode but we're also designing extra features and zones that can be used for more game modes such as co-op, deathmatch, CTF, etc. For more info visit: <http://forums.ww-gaming.net/index.php?showtopic=165&st=0> or post your questions here.

We could use some more ideas so if you have any ideas then please submit them here or on our forum. If you are good with gmax/RenX/3DS Max and you can design some buildings then please help us out with a few minor buildings that we need designed. Simply PM me if you're willing to help us with a few small buildings. We don't need many, just a couple (like 2-4).

Subject: Re: C&C_AllOutWar.mix
Posted by [R315r4z0r](#) on Tue, 13 Nov 2007 21:58:06 GMT
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Lol, you know, I realize that this is going to take DAYS to get the VIS sectors done correctly. XD

If nobody understands what I mean by that, if you go to the second page of the thread he linked and look at the latest update. The dam in the picture is ripped from M02. And that dam was pretty freakin' big. Now look at the size of the dam in contrast to the rest of the map.

It's like its own country. lol.

Subject: Re: C&C_AllOutWar.mix
Posted by [Muad Dib15](#) on Tue, 13 Nov 2007 23:07:54 GMT
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Wait, you criticize the map, yet you are the one doing it.

Subject: Re: C&C_AllOutWar.mix
Posted by [R315r4z0r](#) on Tue, 13 Nov 2007 23:09:13 GMT
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I didn't criticize the map. I love large maps.

Subject: Re: C&C_AllOutWar.mix
Posted by [Lone0001](#) on Wed, 14 Nov 2007 01:34:46 GMT

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sounds and looks like an awesome map, can't wait to try the finished product

Subject: Re: C&C_AllOutWar.mix
Posted by [Blazea58](#) on Wed, 14 Nov 2007 04:16:03 GMT

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Seen the pics, it looks extremely large which is a plus i guess. Once you get the city and all the other buildings in, i would expect the polygon count to be pretty extreme.

What is the current polygon count of it?

Subject: Re: C&C_AllOutWar.mix
Posted by [Brandon](#) on Wed, 14 Nov 2007 04:51:54 GMT

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Donno, but we're not near an official beta point yet. He still has another 1/3 to design and then texture and all etc. Once he is pretty much done with that we'll begin LE work and be in a beta stage. Until we hit beta stages we'll be playing a bit with this but we'll attempt to keep the poly count low while still making the map look good. Hopefully it won't be as heavy to run as RP2

Subject: Re: C&C_AllOutWar.mix
Posted by [R315r4z0r](#) on Wed, 14 Nov 2007 05:17:25 GMT

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And all that pink outside box that lies beyond the mountains will be deleted, of course.

The map is on my other computer and I don't feel like turning it on to check a poly count at the moment. All you really need to know is that in this current point in time, the poly count is so high it would crash level editor if I tried to export it.

Subject: Re: C&C_AllOutWar.mix
Posted by [Goztow](#) on Wed, 14 Nov 2007 07:25:53 GMT

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Large maps fail as they ask for a lot of gamers, which are very hard to find for fanmaps.

Subject: Re: C&C_AllOutWar.mix
Posted by [R315r4z0r](#) on Wed, 14 Nov 2007 20:19:28 GMT

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Single player maps are large, and they only require one. Which is why Web asked people here if they had any ideas to add to the gameplay of the map, to please do so.

Subject: Re: C&C_AllOutWar.mix
Posted by [Dave Anderson](#) on Thu, 15 Nov 2007 02:36:10 GMT
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Quote:but we'll try to keep it low poly and try our best not to have it take away from FPS and such.

When will people stop developing things for old, outdated systems...

Subject: Re: C&C_AllOutWar.mix
Posted by [R315r4z0r](#) on Thu, 15 Nov 2007 02:38:08 GMT
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When we decide that we don't want to do it anymore.

Subject: Re: C&C_AllOutWar.mix
Posted by [crazfulla](#) on Thu, 15 Nov 2007 12:21:10 GMT
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When people stop playing Renegade. Which doesn't seem to be happening.

Subject: Re: C&C_AllOutWar.mix
Posted by [Brandon](#) on Fri, 16 Nov 2007 21:12:51 GMT
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crazfulla wrote on Thu, 15 November 2007 06:21When people stop playing Renegade. Which doesn't seem to be happening.

He's gotta valid point ^^

Subject: Re: C&C_AllOutWar.mix
Posted by [Jerad2142](#) on Wed, 21 Nov 2007 18:17:43 GMT
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When somebody makes a game engine easier and more fun to mod on.

Subject: Re: C&C_AllOutWar.mix
Posted by [Muad Dib15](#) on Sat, 01 Dec 2007 15:23:25 GMT
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:Bump:

Update please
