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Subject: Park/city map

Posted by [Veyrdite](#) on Wed, 23 Jan 2008 06:55:18 GMT

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I've been working on a level today, and I just wanted to know what you think. I'm aiming to set it up with a lot of scripts and cinematics and end up with a SP map. Basically you are a civilian that decides to rebel against NOD who has taken over the city.

Of course this is uncompleted, as I need to add half a city, blockades, texture it and of course set it up in LE.

Old section of original post, no longer works

[index.php?t=getfile&id=5422&private=0](#)

[index.php?t=getfile&id=5424&private=0](#)

[index.php?t=getfile&id=5426&private=0](#)

[index.php?t=getfile&id=5428&private=0](#)

[index.php?t=getfile&id=5430&private=0](#)

[index.php?t=getfile&id=5432&private=0](#)

[index.php?t=getfile&id=5434&private=0](#)

[index.php?t=getfile&id=5436&private=0](#)

Lol, the file attachments function is malfunctioning, the previous files aren't shown in the list.

EDIT: I didn't show the park part as it isn't that spectacular. Yet atleast. I'm also aiming to put in some roads and footpaths.

EDIT2: The uploading function was not working when I first posted this topic, and so now the original images don't appear. I replaced them with off-site hosted ones. Click the thumbnails to see the larger version.

EDIT3: The (img)/(img) tags were removed from the original post as the images did not appear anyway, and Renforums chucked a hissy when I had 10+ img tags.

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Subject: Re: Park/city map

Posted by [Veyrdite](#) on Wed, 23 Jan 2008 07:56:41 GMT

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Re-modeled the park.

Also made a sketchy building

The file attachments is still not working.

EDIT: Made a new billboard. I'm going to animate it so every lets say 10 seconds it changes it's

texture to JOIN THE BROTHERHOOD in large letters, and then changes back quickly. Subliminal messages  
Yes I spelt access wrong.

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Subject: Re: Park/city map  
Posted by [Di3HardNL](#) on Wed, 23 Jan 2008 16:26:44 GMT  
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sounds like a good idea

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Subject: Re: Park/city map  
Posted by [Muad Dib15](#) on Wed, 23 Jan 2008 18:54:58 GMT  
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a real toilet. lol

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Subject: Re: Park/city map  
Posted by [nikki6ixx](#) on Fri, 25 Jan 2008 18:55:13 GMT  
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Ascess to luxury goods, eh?

Maybe NOD could do with some 'ascess' to basic English courses instead.

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Subject: Re: Park/city map  
Posted by [R315r4z0r](#) on Fri, 25 Jan 2008 19:02:13 GMT  
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Looks..... interesting. Lets see how this pans out.

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Subject: Re: Park/city map  
Posted by [BlueThen](#) on Fri, 25 Jan 2008 20:45:05 GMT  
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None of the images work for me.

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Subject: Re: Park/city map  
Posted by [Ethenal](#) on Fri, 25 Jan 2008 22:16:55 GMT  
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Originally Blue wrote on Fri, 25 January 2008 14:45None of the images work for me.

Same.

---

Subject: Re: Park/city map  
Posted by [HORQWER](#) on Fri, 25 Jan 2008 23:35:36 GMT  
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Ethenal wrote on Fri, 25 January 2008 16:16Originally Blue wrote on Fri, 25 January 2008 14:45None of the images work for me.

Same.  
same here

---

Subject: Re: Park/city map  
Posted by [crazfulla](#) on Sat, 26 Jan 2008 00:34:33 GMT  
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Ethenal wrote on Fri, 25 January 2008 16:16Originally Blue wrote on Fri, 25 January 2008 14:45None of the images work for me.

Same.  
post count +1

---

Subject: Re: Park/city map  
Posted by [Ethenal](#) on Sat, 26 Jan 2008 01:53:59 GMT  
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crazfulla wrote on Fri, 25 January 2008 18:34Ethenal wrote on Fri, 25 January 2008 16:16Originally Blue wrote on Fri, 25 January 2008 14:45None of the images work for me.

Same.  
post count +1

lol and post counts really matter, right?

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Subject: Re: Park/city map  
Posted by [Veyrdite](#) on Sat, 26 Jan 2008 02:25:58 GMT

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As in the images don't display or you don't like it?

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Subject: Re: Park/city map

Posted by [Veyrdite](#) on Sat, 26 Jan 2008 02:26:54 GMT

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As in they don't appear or you don't like them?

\*EDIT: Sorry for double post, my browser crashed so I thought the original didn't make it.

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Subject: Re: Park/city map

Posted by [Ethenal](#) on Sat, 26 Jan 2008 03:15:41 GMT

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They don't display.

Dthdealer wrote on Wed, 23 January 2008 00:55 I've been working on a level today, and I just wanted to know what you think. I'm aiming to set it up with a lot of scripts and cinematics and end up with a SP map. Basically you are a civilian that decides to rebel against NOD who has taken over the city.

Of course this is uncompleted, as I need to add half a city, blockades, texture it and of course set it up in LE.

Lol, the file attachments function is malfunctioning, the previous files aren't shown in the list.

EDIT: I didn't show the park part as it isn't that spectacular. Yet atleast. I'm also aiming to put in some roads and footpaths.

That's what I get.

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Subject: Re: Park/city map

Posted by [R315r4z0r](#) on Sat, 26 Jan 2008 04:26:20 GMT

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They where working before.. now they aren't.

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Subject: Re: Park/city map  
Posted by [crazfulla](#) on Sun, 27 Jan 2008 01:14:29 GMT  
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Ethenal wrote on Fri, 25 January 2008 19:53crazfulla wrote on Fri, 25 January 2008 18:34Ethenal wrote on Fri, 25 January 2008 16:16Originally Blue wrote on Fri, 25 January 2008 14:45None of the images work for me.

Same.  
post count +1

lol and post counts really matter, right?  
I would have said 'same' but I wanted to be different.

None of the images show, Dthdealer, 'Image cannot be displayed'

Why not upload them directly to the forums?

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Subject: Re: Park/city map  
Posted by [BlueThen](#) on Sun, 27 Jan 2008 01:43:56 GMT  
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crazfulla wrote on Sat, 26 January 2008 19:14Ethenal wrote on Fri, 25 January 2008 19:53crazfulla wrote on Fri, 25 January 2008 18:34Ethenal wrote on Fri, 25 January 2008 16:16Originally Blue wrote on Fri, 25 January 2008 14:45None of the images work for me.

Same.  
post count +1

lol and post counts really matter, right?  
I would have said 'same' but I wanted to be different.

None of the images show, Dthdealer, 'Image cannot be displayed'

Why not upload them directly to the forums?  
It looks like he did. I'm thinking he should try using a host like photobucket or imageshack.

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Subject: Re: Park/city map  
Posted by [Ethenal](#) on Sun, 27 Jan 2008 06:18:13 GMT  
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crazfulla wrote on Sat, 26 January 2008 19:14Ethenal wrote on Fri, 25 January 2008 19:53crazfulla wrote on Fri, 25 January 2008 18:34Ethenal wrote on Fri, 25 January 2008 16:16Originally Blue wrote on Fri, 25 January 2008 14:45None of the images work for me.

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post count +1

lol and post counts really matter, right?  
I would have said 'same' but I wanted to be different.

None of the images show, Dthdealer, 'Image cannot be displayed'

Why not upload them directly to the forums?

Non-conformist.

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Subject: Re: Park/city map  
Posted by [Veyrdite](#) on Tue, 29 Jan 2008 02:49:04 GMT  
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I did upload them to forums, hence the Lines saying theres a bug. Whenever I uploaded another, used the preview or Spell-Check button (Basically refresh the page) The uploaded files list would disappear. Strange.

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Subject: Re: Park/city map  
Posted by [crazfulla](#) on Tue, 29 Jan 2008 03:53:55 GMT  
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mmmk well do you have any screens that work?

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Subject: Re: Park/city map  
Posted by [Veyrdite](#) on Tue, 29 Jan 2008 04:51:06 GMT  
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I never delete any images on my computer, so I'll re-upload them to the posts now.  
EDIT: Posted the wire-frame GIF from the first post here, due to the reasons in edit3.  
My first post's images have been fixed. although I put the second post's one it it as well.

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Subject: Re: Park/city map  
Posted by [GEORGE ZIMMER](#) on Tue, 29 Jan 2008 12:47:20 GMT  
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Arr, damn you, I wanted to do a similar type of map. Regardless, nice job, I hope you can finish it.

What's the current poly count? And also, will it be more linear, or alot more explorable?

One more question: Do you plan on having it be a more single player map, co-op, or would it still be a <team> vs <team> kinda thing?

If the latter, I recommend giving the civies some advantages, seeing as how it'd seem like Nod would have a pretty big advantage.

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Subject: Re: Park/city map

Posted by [Veyrdite](#) on Wed, 06 Feb 2008 07:54:11 GMT

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SP, maybe I'll just make it replace the tutorial level. Hopefully not to linear, but I'll try my best. I haven't got a clue how to locate the poly-count tool for the entire map. I believe its very efficient though, as I spent ages removing polygons that aren't required.

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