Subject: [Map] - C&C_Hourglass_Flying_BETA
Posted by Fabian on Tue, 06 Jan 2009 19:43:45 GMT
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SEE BELOW FOR DOWNLOAD LINK

I'm doing a remake of C&C_Hourglass where flying vehicles will be allowed. The map features all new terrain geometry, textures and props. Nothing has been recycled from the original.

Pics: http://www.apathbeyond.com/forum/index.php?showtopic=18629&hl=C&st=0

Make sure to look at the bottom for the most recent pics.

However, I noticed that the buildings do not appear darkened when they are destroyed. The interiors look fine, but it's hard to tell that a building is destroyed from the outside. I also noticed that most fan maps suffer from this, yet I know neosaber made fully destroyable buildings (I cannot find the download for this).

Can someone point me in the right direction?

Subject: Re: Making buildings appear destroyed from the outside
Posted by Di3HardNL on Tue, 06 Jan 2009 20:08:40 GMT
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I also want to know this! Anyone knows how to do this?

Nice work on your Hourglass map by the way!

Subject: Re: Making buildings appear destroyed from the outside
Posted by YazooGang on Tue, 06 Jan 2009 20:15:14 GMT
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No link? I actualy found it:
http://www.apathbeyond.com/forum/index.php?showtopic=18629&hl=C&st=0

Anyways, good job, keep it coming man, its gonna be good. And, the first 2-3 pics, what program is that that your using to make the terrain? Is it something special? lol

Edit: link was to YouTube - Adanali :S

Subject: Re: Making buildings appear destroyed from the outside

Posted by mrÃ£Ã§Ä·z on Tue, 06 Jan 2009 20:29:03 GMT
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I have another Idea, Attach a Script to the Building Controller (JFW_Death_Send_Custom), then Create a Daves Arrow attach a Script to the Arrow (On Custom Create Object) and fill in a bew W3D for the new Destroyed Building Model Building woudnd turn black but you can create some more flames etc

---

Subject: Re: Making buildings appear destroyed from the outside
Posted by Fabian on Tue, 06 Jan 2009 21:02:46 GMT
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YazooGang wrote on Tue, 06 January 2009 15:15And, the first 2-3 pics, what program is that that your using to make the terrain? Is it something special?

3Ds Max 8 W3D Modeling Edition.

So maybe I can make it that on destruction I put a huge and obvious flame and smoke emitter? I also have some new smoke for the powerplants/wf and a green smoke emitters for the refineries but don't know how to hide them when they are destroyed. Would this be done the same way?

Subject: Re: Making buildings appear destroyed from the outside
Posted by Di3HardNL on Tue, 06 Jan 2009 21:11:45 GMT
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Fabian I am sorry if I go off topic here, but do you know how to paint on meshes so you can see the texture immidiately? like on this video

http://www.youtube.com/watch?v=PrIQdcT4CCE&feature=channel_page

Thanks in advance

Subject: Re: Making buildings appear destroyed from the outside
Posted by Spyder on Tue, 06 Jan 2009 21:27:51 GMT
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If that thing is released, and we get it to work with Renegade...

OMFG WE'RE SAVED!

Subject: Re: Making buildings appear destroyed from the outside

Posted by YazooGang on Tue, 06 Jan 2009 21:30:53 GMT
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Di3HardNL wrote on Tue, 06 January 2009 16:11Fabian I am sorry if I go off topic here, but do you know how to paint on meshes so you can see the texture immidiately? like on this video

http://www.youtube.com/watch?v=PrIQdcT4CCE&feature=channel_page

Thanks in advance
Where can i get that tool?

Subject: Re: Making buildings appear destroyed from the outside
Posted by Fabian on Tue, 06 Jan 2009 22:05:48 GMT
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The guy working on it has not finished it. It may work with Renegade with some tinkering but it would not be efficient, as it uses alpha masks to specify where to put what texture. Renegade is not designed to render what this will make efficiently. It has enough problems rendering simple vertex blended textures at a decent rate.

Di3HardNL you should be sorry! Stop derailing!

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Thu, 08 Jan 2009 22:23:04 GMT
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Known bugs:

-Hand of Nod and Airstrip hut windows do not break correctly.
-AGT has certain meshes that do not register as part of the building, and the building controller needs to be lowered to lower the 4 machine guns.

Please report bugs, screenshots or general comments!

www.wpi.edu/~mjfabian/C&C_Hourglass_Flying_BETA.zip

File Attachments

1) hourglass_flying_beta.jpg, downloaded 1424 times

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by BlueThen on Thu, 08 Jan 2009 22:39:16 GMT
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pretty cool, extremely laggy however.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Thu, 08 Jan 2009 22:50:36 GMT
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Make sure you've waited for all the textures to load. I'm assuming by lag you mean a low framerate. On my computer I get a solid 60 fps. It performed fairly well on a crappy pc as well.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by u6795 on Thu, 08 Jan 2009 23:02:51 GMT

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It runs alright on my computer but there seems to be a noticeable amount of missing textures. Nothing too bad though.

Also, I see you like Tiberium crystals. Very sexy.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Chuck Norris on Thu, 08 Jan 2009 23:06:19 GMT
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I'll further the point of heavy performance. I was surprised to start this map up and be greeted by a frame rate in the thirties. I usually get a solid and constant 100FPS (and if I disable v-sync, it's closer to 200FPS, usually more even). That's the difference between most maps and this one.

However, I do play with these options.

Resolution: 1600x1200
Anisotropic Filtering: 16x
Anti-aliasing: 8x (although I see no difference between it and 4x)
Anti-aliasing Transparency: enabled (Supersampling)
Shaders: enabled

Note too that I do strive for a constant 100FPS. I do see the difference between 60FPS and 100FPS, and in Renegade, I'm so used to the latter that less feels laggy, especially in the thirties.

Still, these settings work for most other maps, and my hardware is pretty good.

CPU: Core 2 Duo E8400 @ 4.05GHz
GPU: nVidia GeForce 8800GT OC
RAM: 4GB

I had to disable the Anti-aliasing transparency (although alot of foilage is known to lag with it set to Supersampling), turn down Anisotropic Filtering from 16x to 4x, turn down Anti-aliasing from 8x to 2x, and still didn't get my usual, but it didn't go much below 60FPS then.

Also, I want to note that it's worse in GDI's base than it is in Nod's.

I know I play with higher settings than most, but my hardware is severly overkill for the game. Most people with less will have to tone down the settings much more.

As for bugs, I sort of found one. An Orca is able to get stuck here. Yes, I know vehicles aren't supposed to go in there.

Toggle Spoiler

Besides these things, it's a great map. I like the rocket pods on top of the Advanced Guard Tower.

File Attachments

1) OrcaStuck.jpg, downloaded 1351 times

Orca VTOL

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Thu, 08 Jan 2009 23:32:01 GMT
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u67951, what textures are missing?

Chuck Norris, I play in 1900x1200 with the same specs and I rarely drop below 50. From the info you posted we have fairly similar computers. Most of the time it stays at the 60 fps cap. I'm expecting a drop in framerate, as this map is a lot more complicated than stock MP maps. You may need to drop that AA to 2x or something.

Known Issues as of now:

-AGT gun placement
-HON/STRIP hut windows
-Tunnels need vehicle blockers
-End-game beacon zone not defined
-Infantry kill zones needed on rooftops to prevent cheap beaconing (no building ramps!)

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by BlueThen on Thu, 08 Jan 2009 23:44:06 GMT
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Whenever I'd look around, mostly towards the middle of the map, my fps would go down to around 4 or 3. I've been playing it for about 5 or so minutes, exploring, my fps remained the same way though.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Thu, 08 Jan 2009 23:45:33 GMT
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BlueThen what are your specs? Are you using an old computer?

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by mrÃ£Ã§Ä·z on Thu, 08 Jan 2009 23:48:36 GMT
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me at 75 FPS, did you use the normall UVW Map way to texture your map or did you use a "brush" or something like that ?

Subject: Re: Release - C&C_Hourglass_Flying_BETA

Posted by u6795 on Thu, 08 Jan 2009 23:50:31 GMT
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mjfabian wrote on Thu, 08 January 2009 18:32u67951, what textures are missing?

Seems to be some sort of view distance error now that I look at it again. Here's some screenshots to show you what I mean.

And then, when I move, the no-texture area shifts-

I don't know much about Renegade's coding, but this just seems to be a sort of draw distance thing. Probably my problem.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Fri, 09 Jan 2009 00:19:25 GMT
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Map way to texture your map or did you use a "brush" or something like that ?

I just unwrapped the terrain properly. Instead of just giving it a quick box unwrap or something, I unwrapped it as if it were a tank or character.

Do other people see what u6795 see? All that black should be grass...

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by samous on Fri, 09 Jan 2009 01:45:35 GMT
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i think he was pointinjg out:

before/after pics.

=samous

(i tend to have that problem 2, if i try to look at something far away, but usaully farther than that...

File Attachments

1) part1.bmp, downloaded 969 times

2) part2.bmp, downloaded 969 times

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by u6795 on Fri, 09 Jan 2009 01:52:06 GMT
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samous wrote on Thu, 08 January 2009 20:45i think he was pointinjg out:

before/after pics.

=samous

(i tend to have that problem 2, if i try to look at something far away, but usaully farther than that...
Yes, but the black terrain is a problem as well. Honestly I didn't even notice it until Fabian pointed it out.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by ArtyWh0re on Fri, 09 Jan 2009 02:11:00 GMT
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I really like this map, its very well made with alot of detail.
I notice an FPS drop but the map is still playable for me.

Only thing im not to keen about is the tunnel that leads to
the back of the GDI base and into the Power Plant making
it vunulrable.
I havnt seached enough but im guessing there is a tunnel to
Nod's Power Plant aswell. This wouldbe good on other maps but
for a map like this it kind of changes the kind of gameplay
involved in the map.
In my opinion Hourgalss is named Horugalss because the game is
more likely to end with the time limit than 1 base being destroyed.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by slosha on Fri, 09 Jan 2009 02:11:43 GMT
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very nice.. releasing a beta was a great move.. ill post any bugs i find

---

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Fri, 09 Jan 2009 03:27:19 GMT
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There are tunnels going to both base power plants. The vulnerable buildings (not protected by heavy defenses) are the HoN and the WF, which I consider of equal value to their respective teams.

Does ANYONE see grass and dirt instead of dirt and black?

P.S. Hourglass is named hourglass because it is shaped like an hourglass, not because of the timing of rounds. I thought everyone knew this...

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Gen_Blacky on Fri, 09 Jan 2009 03:53:42 GMT
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lol you need to do this culling system and generate vis points.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by dr3w2 on Fri, 09 Jan 2009 04:02:56 GMT
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I attempted to load it however my renegade would crash on map load which is odd. Scripts 3.4.4 with a modified shaders.dll but the stuff i have modified shouldn't make a difference on this

---

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Mauler on Fri, 09 Jan 2009 04:40:19 GMT
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Might be a good idea to implement a VIS system on that map (considering you have flying units enabled), Would likely help most players combat lag/vis issues. The black areas might be due to the alpha blending not set up properly? (i.e VAlpha enabled on mesh).

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by cmatt42 on Fri, 09 Jan 2009 04:57:53 GMT
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The big rock outside of GDI's rear entrance next to the Barracks has no collision.
Some ground is visible in the Air Strip's tower floor.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Fri, 09 Jan 2009 05:25:33 GMT
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u6795 - I'd be willing to bet that if you had a vanilla data folder those texture problems would go away. Since almost no textures are from the original game, and some of those come through just fine, it's the only solution I can think of. Is there a grass.tga in your data folder?

Updated known bugs:

-AGT gun placement, some parts of AGT don't register as part of building
-HON/STRIP hut windows do not shatter correctly
-Tunnels need vehicle blockers, including tunnel hole entrance where Orcas can get stuck.
-End-game beacon zones not defined
-Infantry kill zones needed on rooftops to prevent cheap beaconing (no ramps!)
-Boulder near GDI Barracks missing collision settings
-In the middle tunnel (under the hill), the east exit that leads out to the dirt path is textured incorrectly.
-Build Dynamic Culling System needs to be run to squeeze some extra performance (VIS sectors will most likely not be done)

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Reaver11 on Fri, 09 Jan 2009 08:33:47 GMT
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You really should do what genblacky said and build the vis system.

If a pc like the one chuck norris has suffers from severe framedrops then there is something wrong.

Since you have a lot of small details like the grass in GDI's base it is important you should render visibility.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Spyder on Fri, 09 Jan 2009 08:49:49 GMT
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Is it me, or are those hills smaller than the original ones?

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by mrÃ£Ã§Ä·z on Fri, 09 Jan 2009 15:55:23 GMT
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18:48me at 75 FPS, did you use the normall UVW Map way to texture your map or did you use a "brush" or something like that ?

I just unwrapped the terrain properly. Instead of just giving it a quick box unwrap or something, I unwrapped it as if it were a tank or character.

Do other people see what u6795 see? All that black should be grass...

Oh yeah its a small map, on big maps the terrein wouldnt have a good Resolution right ?

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Fri, 09 Jan 2009 16:18:56 GMT
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I don't know what you mean by resolution in that context.

As for FPS drops:
I have still not decided whether I'm going to go through with VIS. All the VIS in the world won't save you if you simply have an old shitty graphics card. There's just way more to calculate compared to old Westwood maps. Given the AA and AF settings Chuck Norris has, I would not say that something is "wrong" with the fps rate.

I didn't ever build the dynamic culling system in LevelEdit. If that gives enough of a performance boost, I won't bother with VIS. Someone with a Pentium III and GeForce 6400 who is complaining about their 20 fps will not get much sympathy from me.

-edit- LevelEdit crashes when I try to do VIS, even with visual themes disabled.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by ErroR on Fri, 09 Jan 2009 16:31:24 GMT
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why is it 56 mb? (or w/e it is)

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Fri, 09 Jan 2009 16:33:29 GMT
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Because there are tons of brand new textures instead of stock Westwood ones. The final version will have all .dds textures, so the download size (and maybe performance) will be better.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by ErroR on Fri, 09 Jan 2009 16:38:34 GMT
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oky

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by CarrierII on Fri, 09 Jan 2009 18:35:33 GMT
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If there is no Vis data then that explains Chuck Norris' problems, as he is rendering loads of things at high detail, then overwriting them. Do at least generate vis for the final map, because otherwise older PCs will actually collapse.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by cmatt42 on Fri, 09 Jan 2009 19:39:15 GMT
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CarrierII wrote on Fri, 09 January 2009 12:35If there is no Vis data then that explains Chuck Norris' problems, as he is rendering loads of things at high detail, then overwriting them. Do at least generate vis for the final map, because otherwise older PCs will actually collapse.

This. To the people who are like "add vis, do it now", it can take several hours to generate vis. Just wait until the map has all the bugs worked out and is ready to go before complaining.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by slosha on Fri, 09 Jan 2009 20:43:02 GMT
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the power beems on the side of the obelisk don't appear to work.. they are just grey instead of having the red & graphic beam running through it

---

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Fri, 09 Jan 2009 20:44:02 GMT
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^ I'm pretty sure the official MP maps are all like this.

Can people who posted their fps please edit their posts to include their computer specs if you haven't already? I encourage other people to test it out as well. Wait until you've been running around for more than a minute (all the textures should be loaded) and tell me your avg fps (and comp specs!). I've decided I am going to try and do VIS sectors and I need more info.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by LR01 on Fri, 09 Jan 2009 22:38:43 GMT
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FPS is normally 60, 30 when I look to the middle from a base, and I get a temporally drop mostly when I turn around

Intel Core2 Quad
Q6600 @ 2.40GHZ
8800GTS
2GB RAM

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by mrÃ£Ã§Ä·z on Fri, 09 Jan 2009 23:05:13 GMT
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Hey i just saw your "Seamless Terrain Unwrapping" Tutorial on APB Forums. Thats what i always searched for, you saved me a lot of Time, your Tutorial is damn awesome. Vielen Dank!

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Mauler on Fri, 09 Jan 2009 23:28:36 GMT
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Only speculating on the cause of the framrate issues which might be caused by the amount of poly's and/or textures used (I was told the engine can handle high poly's but isn't so good in processing high amounts of textures?

Here is a quote from the vis tutorial created by YSLmuffins some time ago..
Quote:Now, setting up VIS properly can be time consuming, and most smaller maps should do fine without it, says Greg Hjelstrom, lead programmer for Renegade. On bigger, higher poly maps, though, VIS is a must—and if there are parts of your map where the FPS drops dramatically, you'll want to seriously consider setting up VIS for your map. Besides, all of WW's maps have a VIS system in place!
Considering you have a massive amount "grass" meshes and such this might be a cause?. Like i said i'm only speculating on what might be causing it. Someone else might have a different opinion.

Also suggest reading up YSLmuffins tutorial on VIS on Renhelp.net for more info on the subject.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Gen_Blacky on Sat, 10 Jan 2009 04:50:22 GMT
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auto gen vis at 1 meter per vis point that's always fun to wait for like 2 - 3 hours depending on map size.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Titan1x77 on Sat, 10 Jan 2009 07:03:35 GMT
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andr3w282 wrote on Thu, 08 January 2009 23:02I attempted to load it however my renegade would crash on map load which is odd. Scripts 3.4.4 with a modified shaders.dll but the stuff i have modified shouldn't make a difference on this

Same thing here (crash) im using the shaders for the deathlink hud. When it crashes it loads the map and I hear "unit rea..." So its crashing when the harvester is being made.

I happen to look inside the .mix to see why it was soo big... When you export from LE, make sure you compress textures, this will be a big boost in frames for those having problems.

Edit: I see that you are going to compress.. good idea, and happy to see VIS being generated, Ive done it for all of my mid to large maps, small maps dont really need it like a DM map... anything else should use it...VIS work is always a pleasure

Since renegade doesnt use bot's, you can save time and create a box only in the pathfind area for harvesters, and dante had said awhile ago to fly atleast 300m below the map and VIS generates faster, I notice a great improvement in time with this method.

the best way is to let it chug on another computer, a flying map takes a good 24 hours on my old desktop, Im guessing with your specs it should take around 12?

Make sure you find out why its crashing with scripts 3.44 too.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by CarrierII on Sat, 10 Jan 2009 09:13:37 GMT
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cmatt42 wrote on Fri, 09 January 2009 19:39CarrierII wrote on Fri, 09 January 2009 12:35If there is no Vis data then that explains Chuck Norris' problems, as he is rendering loads of things at high

detail, then overwriting them. Do at least generate vis for the final map, because otherwise older PCs will actually collapse.

This. To the people who are like "add vis, do it now", it can take several hours to generate vis. Just wait until the map has all the bugs worked out and is ready to go before complaining.

I am aware it takes a long time to generate, but I did say "at least for the final map".

Awesome map, but some important bugs that hand quite an advantage to Nod:

First, the air tower is not targetable with a med, only the actual strip! This is a bit unfair, but worse is to come...

I then tried to use C4 on the strip MCT, assuming that the scripts were in place to destroy it. They weren't.

That strip should be dead, as I used my hotwire's two timeds and a remote, it has taken no damage!

As for the FPS issues, I get a steady 45+ when playing by myself, and 60 in the tunnels. I have AA turned off as I notice no real quality improvement, and it just slows down.

File Attachments

1) HGFlyingBug1.jpg, downloaded 886 times

CarrierII
N
EVA
400
325
Credits: 10005

2) HGFInvincibleStrip.jpg, downloaded 883 times

CarrierII: !!!!
CarrierI
N
EVA
400
400
Credits: 10059
Time Remainin

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Di3HardNL on Sat, 10 Jan 2009 11:00:16 GMT
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It looks nice man. Good luck fixing the bugs
And by the way, do you know now how to change the texture when the building is destroyed?

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Sun, 11 Jan 2009 05:19:14 GMT
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www.wpi.edu/~mjfabian/C&C_Hourglass_Flying_0.89.zip

Can people please tell if their framerate is any better on this? Some areas of the map have their collision screwed up, and there are many VIS errors, I'm sure. I just want to see how much of an improvement a VIS system and dds textures will give.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by DarkKnight on Sun, 11 Jan 2009 17:34:38 GMT
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Very very nice work. Never thought Ren would look so nice.

* No floor under the tunnel
* Missing some textures depending on which way you look around.
* Fall threw the map several places
* Can fly outside the map

I'll host it on Renbattle.net if thats ok. (new maps server)

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Sun, 11 Jan 2009 18:40:01 GMT
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Absolutely. Contact me on aim or msn.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by LR01 on Sun, 11 Jan 2009 19:12:13 GMT
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the lasted version, FPS is stable now, performance is good

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Titan1x77 on Mon, 12 Jan 2009 13:34:44 GMT
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No more crashes, and the map is looking great, not sure if you have a bug list, but everything I found is minor fixes. Lowest FPS were 55 for me.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Tue, 13 Jan 2009 01:38:48 GMT
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www.wpi.edu/~mjfabian/C&C_Hourglass_Flying_095.zip

As the name suggests, VIS isn't done in this version. I'm doing that right now. Please look at this version and try and find errors. There are infantry kill zones on the roofs, so roof beaconing is not allowed. The VIS version will be done shortly, but as many people know it is a tedious process. Other than VIS this is a final version.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Jerad2142 on Tue, 13 Jan 2009 10:22:36 GMT
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Its an extremely nice map, but there are a few balance issues I noticed, like, the MRLS can shoot the obby from three spots while remaining out of range, while the arty can only shoot the guard tower from one. I noticed there are no bullet holes in one tunnel and finally, and finally the water in the water fall looks kind of fugly.

File Attachments
1) 1a.png, downloaded 798 times

2) 2.png, downloaded 790 times

3) 3.png, downloaded 790 times

4) 4.png, downloaded 786 times

5) 5.png, downloaded 780 times

6) 6.png, downloaded 773 times

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Titan1x77 on Tue, 13 Jan 2009 13:03:35 GMT
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Is there a compiled bug list to check from?

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by DarkKnight on Tue, 13 Jan 2009 13:54:09 GMT
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what the hell are you talking about??? the waterfall is awesome looking and the river down below with the splashing water against the rocks is just fantastic, along with the tib effects. The detail on this map is far better than any ren map I've ever seen. If you've seen better please tell me the map cause I've seen them all.

Only thing I see about it is the OB range could be longer but I'm going to use the map as is and

run it on Unrules and Renbattle.net servers.

Only way to really test this is with a server full of people.

But either way the guy did a fantastic job on this. Best Ren map I ever seen.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by ErroR on Tue, 13 Jan 2009 14:18:29 GMT
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you didn't cut the ground under the buildings

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by DarkKnight on Tue, 13 Jan 2009 15:34:29 GMT
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just added this map to renbattle.net if anyone wants to come on and play it.

ip: 173.66.221.11
port: 2121

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by ErroR on Tue, 13 Jan 2009 15:52:46 GMT
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Darkknight wrote on Tue, 13 January 2009 17:34just added this map to renbattle.net if anyone wants to come on and play it.

ip: 173.66.221.11
port: 2121

well.. you'd better wait for a more stable fix

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by DarkKnight on Tue, 13 Jan 2009 16:02:24 GMT
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ErroR wrote on Tue, 13 January 2009 09:52Darkknight wrote on Tue, 13 January 2009 17:34just added this map to renbattle.net if anyone wants to come on and play it.

ip: 173.66.221.11
port: 2121

well.. you'd better wait for a more stable fix

Its not in the rotation its just on the server for testing and fabian knows that. talked to him all last night about the map.

on further review, the ob firing range is fine. you can hit gdi with arties in several positions not just one. over the top is pretty much even for both teams.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by ErroR on Tue, 13 Jan 2009 16:26:47 GMT
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mine does lag from this, it's just my crap pc. but it still lags alot more than other maps.. also i don't see the pretty waterfall and fall threw ground in tuns
P.S: lol it has hl2 crates

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by DarkKnight on Tue, 13 Jan 2009 16:33:46 GMT
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then you didnt download the lastest version.

here: www.wpi.edu/~mjfabian/C&C_Hourglass_Flying_095.zip

Ok after further review. Id remove the trees near the OB. You can fly and orca right to it and the ob will never fire. Id also add ramps and remove the killzone because its not constant in all areas. Id also add a no fly zone over the pp stacks.

Don't get me wrong love the map. Still one of the best I've ever seen. Great quality. Can't wait for the finished version

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Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Reaver11 on Tue, 13 Jan 2009 17:05:18 GMT
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These bugs I will post are different from that doesnt looks nais.

I would really recommend you block the waterfall differently now if you drive over it it looks like your floating with you vech. A small cover should be sufficient.

Atm you can fly to the strip with an orca withou beeing killed.

For the rest I have screenies.

If you look closely you can see a small gap between the ground and the rockwall.

You can fly in buildings with ease.

I know you dont want ramps on your map but these non flying setup buildings will have vis problems + mayby other problems.

Like you can fly through the WF smoke pipes.

Plus you can get an apc stuck in a barrel.

I like the methode of blocking beacons on top of buildings but I would advise to use flying buildingsetup.

You are nearing a good map release just fix what needs to be fixed. Mostly it are minor details.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Fabian on Tue, 13 Jan 2009 17:26:44 GMT
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IMPORTANT: REMOVE ALL OTHER "C&C_Hourglass_Flying_xxx" files in your data folder. The only files in your data folder pertaining to this map should be C&C_Hourglass_Flying.mix (and .thu if you've run the map). Having other versions will cause collision errors and will cause missing textures

On a similar note, people are still seeing the ground as dirt + black instead of dirt + grass. Clean the shit out of your data folder. Something in there is messing with the map textures. For example, Reaver11's screenshots show what you should NOT see. Make sure there isn't a grass.tga or grass.dds in your data folder.

First, I'd like to thank everyone for looking for bugs. Second, I'd really like to see a couple large games to confirm that the ranges of the AGT/OB need to be changed. I'm kinda uneasy about

changing stuff like that (although I'm told some official maps have custom ranges).

Also, there will not be building ramps. Ramps make roof beaconing legitimate, and if there's one gameplay change I insist on making in my map, it's roof beaconing. Currently if you try to roof beacon you will die.

As for the waterfall being ugly, Renegade isn't high in the special effects department. This is probably as good as it's gonna get on this engine. I think it's certainly an improvement from the waterfalls in C&C_Hourglass.

I guess I'd better start a bug list:

-The ranges of the AGT and Obelisk need to be looked into.

-The blocker for the "waterfall hole" for vehicles should be a simple manhole cover. Currently it is a slanted wall "leaning" against the cliff.

-Hand of Nod and Airstrip need vehicle blockers so they cannot enter the buildings. To be safe, put vehicle blockers on all building entrances on both sides.

-The War Factory smoke stacks are missing collision settings.

-There is a geometry seam on the left side of the underground river where the cliff meets the ground.

-barrel.w3d needs to have an invisible vehicle blocker around it to prevent people from getting stuck on it in vehicles.

-The large deciduous tree and grass around the back of the WF are floating.

Finally, here's a map of the level. You can use it to point out "tactical" bugs. Things like, the AGT should be placed to here and have this range.

File Attachments

1) hourglass_bugmap.jpg, downloaded 807 times

approx 20 meters

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Reaver11 on Tue, 13 Jan 2009 17:36:19 GMT
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Dont forget to give the WF smoke pipes or what ever you call them a physical collision.

The point is I dont say you need the building ramps but in the flying building setup are vis parts for flyingmaps. If you are going to render vis you will need those.

Plus I can assure you I dont have any other version of hourglass_flying in my data folder then 0.95.

What I find weird is that the .thu gets to a size of 853KB which compared to my other thu files is big. (It could be an error my side im not sure)[Ill check if I can find what is really causing my problem]

EDIT: The buildings are to high on the ground. You basically have a doorstep. Which isnt good looking. You can better use boolean to remove terrain under the building and make sure there are no doorsteps.

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by ErroR on Tue, 13 Jan 2009 18:21:05 GMT
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Darkknight wrote on Tue, 13 January 2009 18:33then you didnt download the lastest version.

here: www.wpi.edu/~mjfabian/C&C_Hourglass_Flying_095.zip

Ok after further review. Id remove the trees near the OB. You can fly and orca right to it and the ob will never fire. Id also add ramps and remove the killzone because its not constant in all areas. Id also add a no fly zone over the pp stacks.

Don't get me wrong love the map. Still one of the best I've ever seen. Great quality. Can't wait for the finished version
i did.. some places in tuns you fall threw ground

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by Jerad2142 on Tue, 13 Jan 2009 18:47:40 GMT
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Darkknight wrote on Tue, 13 January 2009 06:54what the hell are you talking about??? the waterfall is awesome looking and the river down below with the splashing water against the rocks is just fantastic, along with the tib effects. The detail on this map is far better than any ren map I've ever seen. If you've seen better please tell me the map cause I've seen them all.

Only thing I see about it is the OB range could be longer but I'm going to use the map as is and run it on Unrules and Renbattle.net servers.

Only way to really test this is with a server full of people.

But either way the guy did a fantastic job on this. Best Ren map I ever seen.
I'm saying it could look better, it looks lower grade in comparison to the rest of the map.

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by Brandon on Wed, 14 Jan 2009 02:20:02 GMT
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Just a suggestion, but for the Renegade version could you remove the emitters on the tiberium crystals? They appear to cause a big drop in FPS, as for everything else it seems to be alright for the quality of the map, but the emitters on those crystals do take a lot more FPS. I get 15-30 FPS on this map, usually 15 when looking in the direction of the crystals and 30 or more when I'm looking at the rest of the map.

I really like you map, I think this will be map of the year for Renegade. Good work!

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by Titan1x77 on Wed, 14 Jan 2009 16:10:19 GMT
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The dirt problem could be solved if you rename it, currenty its dirt.tga, renegade reads from other .mix files and its possible someone used dirt.tga before.

Might want to consider making the barrels part of the terrain.

Collision problems as said, clone the windows of the HON and set them as vehicle blockers.

IM unsure on the kill zones, I thought APB had a disable beacon script of some sorts. Also, especially with a flying map it will look a lot better if you weld or snap the buildings into the terrain instead of placing them on top. This improves VIS also!

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by Fabian on Thu, 15 Jan 2009 02:39:08 GMT
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www.wpi.edu/~mjfabian/C&C_Hourglass_Flying_096.zip

-Vehicles no longer get stuck on vehicles

-Blockers around the upper river and waterfall area have been modified. The vehicle blocker for

the waterfall hole is like a manhole cover now.

-Range of the Obelisk has been increased. Obelisk can now fire you right as you go over the peak of the hill.

-Obelisk moved to the front and center. Some trees blocking the Ob's view have been removed.

-War Factory smoke stack collision settings are fixed.

-Vehicle blockers added to all building doors and windows.

-Geometry seam on the left side of the underground river where the cliff meets the ground has been fixed.

-Floating props near War Factory fixed.

-grass.dds and dirt.dds changed to mjf_grass.dds and mjf_dirt.dds to fix conflicts with other maps.

-Other random fixes I cannot remember.

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by DarkKnight on Thu, 15 Jan 2009 13:32:50 GMT
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Its nice. we had it up and running on newmaps last night. Only suggestion I had was to add a couple turrets to the left of the OB for added protection.

To bad all ren maps didn't look this good. He did an awesome job.

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by Fabian on Sat, 17 Jan 2009 02:41:24 GMT
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http://users.wpi.edu/~mjfabian/C&C_Hourglass_Flying_098.zip

Last version before VIS. Really this time.

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by Titan1x77 on Mon, 19 Jan 2009 06:27:09 GMT
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you might want to consider renaming tiberium.dds too... I cant see the tiberium fields.... I notice you have a lot of vague names...this should be fixed before final.

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by slosha on Mon, 19 Jan 2009 18:41:07 GMT
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May I suggest, for the final version, just naming it C&C_Hourglass_Flying. Just to avoid confusion with "missing maps"

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by CarrierII on Wed, 21 Jan 2009 10:05:53 GMT
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I seem to recall the optimum strategy for custom maps textures was using:

*your name here*_*texture name here*.dds

for all your texture names, as that removed naming conflicts...

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by wittebolx on Thu, 22 Jan 2009 08:09:21 GMT
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mjfabian wrote on Sat, 17 January 2009
03:41http://users.wpi.edu/~mjfabian/C&C_Hourglass_Flying_098.zip

Last version before VIS. Really this time.

ive added this to our rotation, and although i dont have a problem with the map, i noticed a lot of players have issues with a big decrease in fps.
I think this is one of the few maps ive seen in renegade that i really like, im a graphic bitch myself (Crysis Wars).

many people play normal AOW here but if you wanna try this map in our gamemode then maybe you will get new ideas for this
server info:
http://www.wittebolx.com/lgsl/
or:
Server Address: 208.43.7.107:25900
Server Version: 838
This server is open to the public (No password)

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by rrutk on Tue, 03 Feb 2009 17:01:51 GMT

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@Reaver11: hmmmmm, the BETA HUD want

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by Fabian on Mon, 09 Feb 2009 01:54:17 GMT
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www.wpi.edu/~mjfabian/C&C_Hourglass_Flying_099.zip

This version has props with different levels of detail, which should improve fps a lot. VIS will most likely not be done.

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by a000clown on Mon, 13 Apr 2009 00:18:29 GMT
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Is this map finished/discontinued? I've always hated Hourglass but this remake looks very good and is one of the few that has a lot of potential.

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by DarkKnight on Mon, 13 Apr 2009 01:19:26 GMT
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well we host it on renbattle. Last I spoke to fabian he wasn't updating it anymore. Not sure if the latest version posted here but the last modified version he sent me is Sunday, February 08, 2009, 8:37:22 PM

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by -Xv- on Mon, 13 Apr 2009 10:26:31 GMT
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WHy couldn't westwood put more detail into their maps D:

Im getting good fps all around, except if Im in 1 base and I look @ the hill then it drops to about 80-100, nothing to whine about.

I have all the bells and whistless enabled like chuck, although atm, I am severely limited by my current monitor which is an old 17 inch crt that limits me to 1280x1024. My system specs are a tad bit under Chucks

Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by ErroR on Mon, 13 Apr 2009 12:38:27 GMT
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-Xv- wrote on Mon, 13 April 2009 13:26WHy couldn't westwood put more detail into their maps D:

Im getting good fps all around, except if Im in 1 base and I look @ the hill then it drops to about 80-100, nothing to whine about.

I have all the bells and whistless enabled like chuck, although atm, I am severely limited by my current monitor which is an old 17 inch crt that limits me to 1280x1024. My system specs are a tad bit under Chucks
because ren is old and PCs sucked bad back then