Subject: [MAP] C&C_Infantry_Islands.mix
Posted by Good-One-Driver on Fri, 02 Oct 2009 20:19:59 GMT
View Forum Message <> Reply to Message

Warning This Is Only Beta
Music: Black Eyed Peas - Boom Boom Pow
This is my first map so dont be mean! My first map is a small multiplayer map great for sniping and infantry wars. There is no wf or air and a bunch of cover for infantry good luck have fun please comment.

Download Link: http://www.fileden.com/files/2009/10/2/2591369/InfantryIslandsBETA1.zip

Pictures

Download Link: http://www.fileden.com/files/2009/10/2/2591369/InfantryIslandsBETA1.zip

File Attachments
1) Untitled.jpg, downloaded 1352 times

2) Untitled1.jpg, downloaded 1306 times
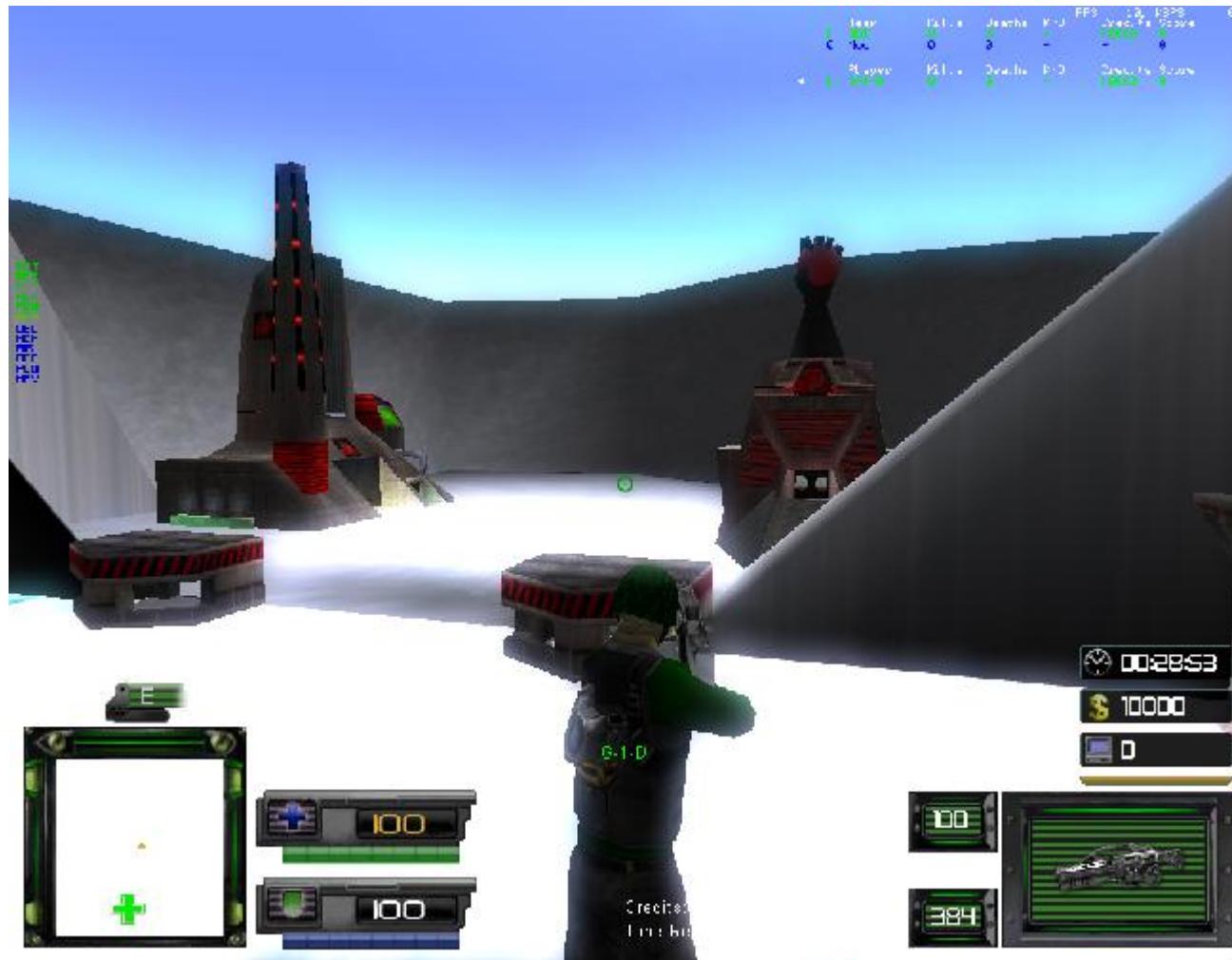
3) Untitled2.jpg, downloaded 1312 times

4) Untitled3.jpg, downloaded 1318 times

5) Untitled4.jpg, downloaded 1307 times

---

6) Untitled5.jpg, downloaded 1292 times
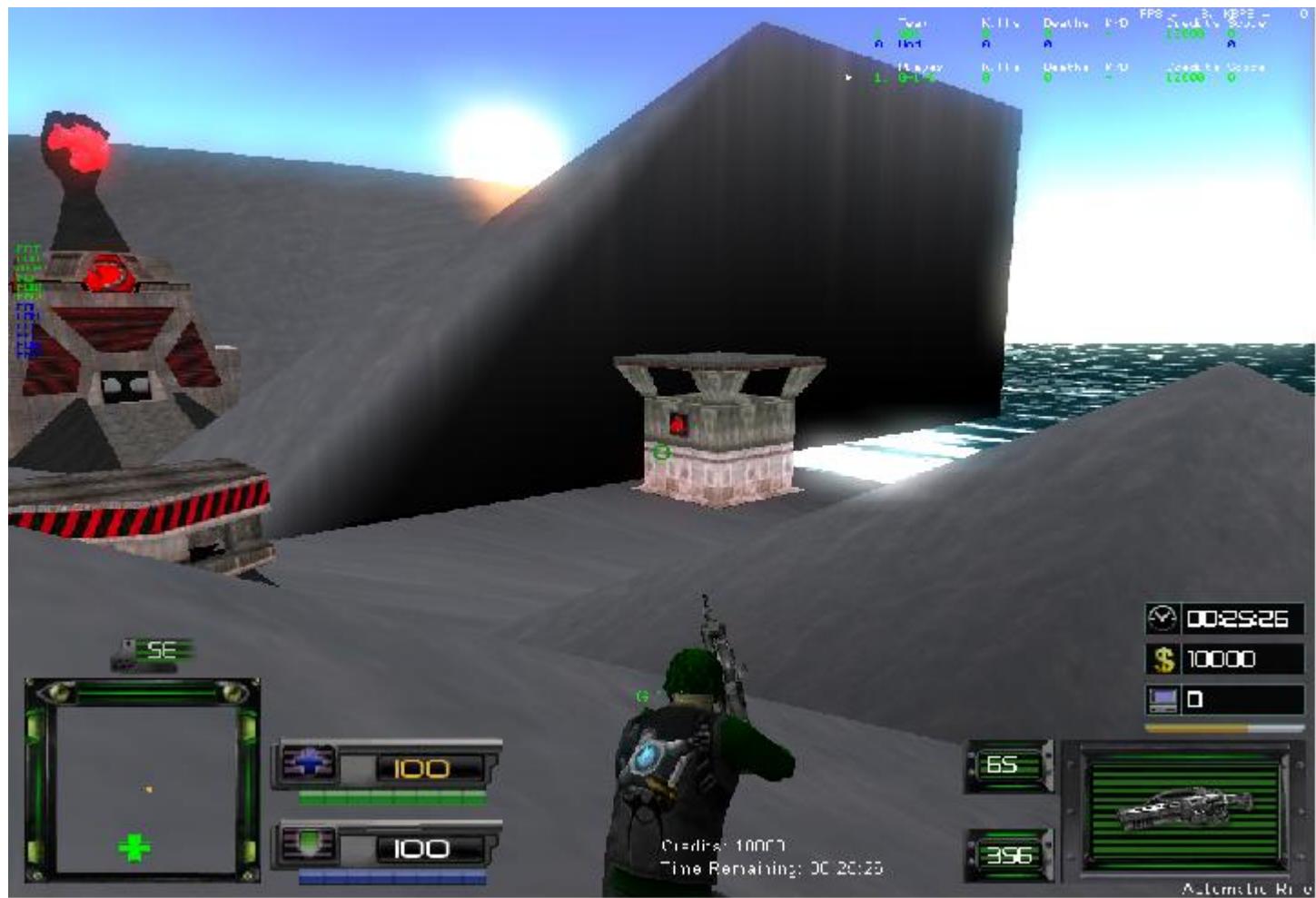
Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by ErroR on Fri, 02 Oct 2009 20:23:13 GMT

View Forum Message <> Reply to Message

walls are square   that's a bad sign

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by NukedU on Fri, 02 Oct 2009 20:23:45 GMT

View Forum Message <> Reply to Message

There isn't a download link? And only the images are attached???

But, Over all, Its a cool map! It looks fun.

Subject: Re: [MAP] C&C_Infantry_Islands.mix

Posted by Good-One-Driver on Fri, 02 Oct 2009 20:31:30 GMT
View Forum Message <> Reply to Message

NukedU wrote on Fri, 02 October 2009 15:23There isn't a download link? And only the images are attached???

But, Over all, Its a cool map! It looks fun.

ye sorry im waiting for file to upload

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by Good-One-Driver on Fri, 02 Oct 2009 21:25:41 GMT
View Forum Message <> Reply to Message

ok download link added tell me what u think... this is beta i know there are a few glitches and bugs if you find them plz tell me and yes i will fix the walls later

---

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by Altzan on Fri, 02 Oct 2009 23:44:03 GMT
View Forum Message <> Reply to Message

I'll try to test it later when I have time. But I will say this: while it looks simple, for a first map it's pretty nice.
I hope you continue to play around with mapmaking, if you got this far then you might have good potential for making great maps.

Again, I'll try it later, I got to run after I post this.
Good Job

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by YazooGang on Sat, 03 Oct 2009 01:54:47 GMT
View Forum Message <> Reply to Message

Thats why i dont release my first 10 tries at something...

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by Xena on Sat, 03 Oct 2009 09:08:50 GMT
View Forum Message <> Reply to Message

ErroR wrote on Fri, 02 October 2009 15:23walls are square   that's a bad sign

---

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by crysis992 on Sat, 03 Oct 2009 09:17:56 GMT
View Forum Message <> Reply to Message

ErroR wrote on Fri, 02 October 2009 15:23walls are square   that's a bad sign

its his first map, and for the first map it looks good
i like it

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by ErroR on Sat, 03 Oct 2009 10:37:02 GMT
View Forum Message <> Reply to Message

crysis992 wrote on Sat, 03 October 2009 12:17ErroR wrote on Fri, 02 October 2009 15:23walls
are square   that's a bad sign

its his first map, and for the first map it looks good
i like it

i didn't say it was bad, i said that's a most noticeable flaw

---

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by Vaati19 on Sat, 03 Oct 2009 22:36:38 GMT
View Forum Message <> Reply to Message

He said that it should fix the walls

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by Good-One-Driver on Sun, 04 Oct 2009 04:54:04 GMT
View Forum Message <> Reply to Message

Vaati19 wrote on Sat, 03 October 2009 17:36He said that it should fix the walls

im not an it...

and yes u will fix them later

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by GEORGE ZIMMER on Sun, 04 Oct 2009 22:39:00 GMT

Awful textures, shitty bloom, shitty modeling.

Try harder.

Also, I'd like to see the wireframe of that map to see how the poly's are used. I'm willing to bet you have 100 per renemetre...

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by Reaver11 on Sun, 04 Oct 2009 23:23:21 GMT

Beta? This thing is not even worth a beta.
I'm sorry but anyone that sais this map looks good for a first time didnt play this map or is to lazy to give criticism.

Let's get started on the things to improvelist.
- The zip is 8 mb which has a 7,1 mb mp3 song in it!!!!!
- On the harddrive the map has the same size as the default islands(10mb).
- The zip containts screenshots which do not display only the map.
(Yes I tried to explain this earlier when you display a map only display the map and not other stuff like bloom etc)
- Pcts do not work
- Buildings do not work
- When you walk over the water you simply just fall down and die
- The terrain consists out of unwelded planes. When you make a map the terrain consists out of one welded plane! (Or the planes are perfectly aligned)
- The buildings placements have the z-buffer fighting (drill holes in the map!)
- No crates or weaponspawn
- Beacon zones are missing

To give an example what a player will experience without the bloom. I spy Z-buffer fighting low poly terrain.

I really don't want to be an ass here.
But this thing isnt even worth being a map.

So besides the renting and raving up there.
I would recommend that you check out the tutorial over at Renegadehelp. They contain usefull information to make maps.

I took the liberty to import the map in my Renx to see what you did.

All I can see is you have been pasting planes above each other.
This will cause major z-buffer fighting and you need to jump to get in the bunkers and such.
The water you tried adding should be one plane!
The boundaries need to be different and also need te be made out of one plane. Then select the edges and extrude.

But first things first try to get your way around Renx.
In my eyes you didn't even master the basics yet.

This post is not ment to offend you Good-One-Driver.
It's good that you are trying it out but you should have kept the map in modforum. If you need any help just say so.
I can show you some basics which will improve your map a lot.

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by YazooGang on Mon, 05 Oct 2009 19:54:21 GMT
View Forum Message <> Reply to Message

That shows that your a proffecional modeler.

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by wubwub on Mon, 05 Oct 2009 21:42:41 GMT
View Forum Message <> Reply to Message

you dont need 7 planes with roughly 25 segments each to make a water texture..

U could have used 1 big plane with 0 segments to save on space... and its easier too

U need to assign the UVW modifier and adjust the textures on the walls also

With a bit of fixing up it could be a decent map

Subject: Re: [MAP] C&C_Infantry_Islands.mix
Posted by Iran on Mon, 05 Oct 2009 22:02:25 GMT
View Forum Message <> Reply to Message

That's some horrendous bloom, and you are really bad at designing maps.