
Subject: C&C_Crevasse

Posted by [Aircraftkiller](#) on Wed, 21 Sep 2011 23:14:28 GMT

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You might recognize this as RA_Fissure from the early RenAlert/APB days. It hasn't been properly made for Renegade before, so I'm going to patch it up and get it done. It was originally the only Capture the Flag level created for Renegade, but since it doesn't seem to work correctly without server-side modifications, I'll be turning it into a Sand/Gobi styled level.

It's set at night, with three levels. There's a top area, the middle area, and the lower area that connects to the basement of the Hand and the Barracks. It originally had a Weapons Factory and a Hand of Nod, but I replaced the WF in favor of the Barracks. I'll be keeping the Fjord changes, so Grenadiers will fire three grenades as an alt-fire. Flamethrower alt-fire will still be very deadly, and Rocket Soldiers of all types will triple-fire as an alt-fire.

Subject: Re: C&C_Crevasse

Posted by [Starbuzz](#) on Thu, 22 Sep 2011 00:28:28 GMT

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The instant I looked at this map, I remembered one of my Renedreams I had long long time ago. In it, there was a HON vs Bar map in a very tight map space-wise just as above; the entire map was rectangular. And instead of those slopes to go between levels there were stairs. Same texture!

lol?

I will be looking forward to this map for sure. Thanks for fixing it!

Subject: Re: C&C_Crevasse

Posted by [Gohax](#) on Thu, 22 Sep 2011 06:32:06 GMT

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YES! SMALL MAP WITH ONLY BAR/HON!

Going to be awesome.

Subject: Re: C&C_Crevasse

Posted by [iRANian](#) on Thu, 22 Sep 2011 07:11:55 GMT

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Looks good, can't wait to play it.

Subject: Re: C&C_Crevasse
Posted by [Sean](#) on Thu, 22 Sep 2011 08:27:19 GMT
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Cool looking map, the only thing that I'd be worried about is tunnel beacons - sure you can mine, but they can always be disarmed. Can you put something in place/change the layout a tiny bit so that tunnel beacons wouldn't be possible?

Other than that, it looks like a great map.

Subject: Re: C&C_Crevasse
Posted by [Reaver11](#) on Thu, 22 Sep 2011 08:48:32 GMT
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Hated the grenadiers in apb on this map.

Looking forward to play it in Renestyle!

Subject: Re: C&C_Crevasse
Posted by [reborn](#) on Thu, 22 Sep 2011 13:37:55 GMT
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Any chance of a silo to give a credit trickle? The silo in APB was placed well enough I think.

Subject: Re: C&C_Crevasse
Posted by [jonwil](#) on Thu, 22 Sep 2011 13:47:30 GMT
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I also think silos would improve this map.

Subject: Re: C&C_Crevasse
Posted by [rrutk](#) on Thu, 22 Sep 2011 14:35:58 GMT
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if so, please use the old silos with the transparent glas for Nod and GDI.

Subject: Re: C&C_Crevasse
Posted by [sla.ro\(master\)](#) on Thu, 22 Sep 2011 15:33:08 GMT
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the map looks nice and silos will be great, but if this map would be on jelly, we won't have enough spawners lol, make the silo to have some sort of underground to make more spawns

Subject: Re: C&C_Crevasse
Posted by [Aircraftkiller](#) on Thu, 22 Sep 2011 20:31:59 GMT
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I'm not adding Tiberium Silos. There's no room for them anyhow. You'll need to earn credits by attacking, so that's why I'm keeping the Fjord infantry changes in. I'll also be removing Havocs and Sakuras to keep snipers from dominating everything.

Here's the underground area. The four hallways you see lead to the basement of each building. I'll be light mapping this level to get the most out of its environment, and I will have flame emitters attached to lamps on the walls to make it feel more immersive.

There are holes in the ceiling that let the moonlight in, especially over that little centerpiece in the middle of this temple.

Subject: Re: C&C_Crevasse
Posted by [Gohax](#) on Thu, 22 Sep 2011 20:33:35 GMT
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Looks good man. You're definitely going to get some players mad whenever they aren't able to buy Havocs and Sakuras xD

Looks good man. Can't wait to play it.

Subject: Re: C&C_Crevasse
Posted by [Aircraftkiller](#) on Fri, 23 Sep 2011 05:28:22 GMT
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Preliminary light mapping work as viewed in W3D Viewer.

Subject: Re: C&C_Crevasse
Posted by [danpaul88](#) on Fri, 23 Sep 2011 11:16:48 GMT
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Aircraftkiller wrote on Thu, 22 September 2011 00:14It originally had a Weapons Factory and a

Hand of Nod, but I replaced the WF in favor of the Barracks.

That's... curious... I wonder what Westwood intended GDI to do with vehicles considering none of the routes are big enough for a humvee, never mind a mammoth tank... would have been an easy win for Nod since they would just roll over GDI with advanced infantry against basic infantry...

Subject: Re: C&C_Crevasse
Posted by [Reaver11](#) on Fri, 23 Sep 2011 14:19:28 GMT
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The WF was probably there in terms of gameplay for a CTF map.
For CTF Hon vs WF is better. (both a sizable interior and two entrances)

However I don't know if Westwood wanted people to purchase characters or you would need to find the guns in the map like Quake3 styled ctf.

Subject: Re: C&C_Crevasse
Posted by [crazfulla](#) on Sat, 24 Sep 2011 00:46:28 GMT
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There are already enough sand style maps. I liked the look and feel of the original fissure map, can you not do it in a similar climate?

Subject: Re: C&C_Crevasse
Posted by [rrutk](#) on Sat, 24 Sep 2011 09:48:05 GMT
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Btw, is the original Fissure Map downloadable somewhere?

Or can you post it?

Thx!

Subject: Re: C&C_Crevasse
Posted by [Spoony](#) on Sat, 24 Sep 2011 10:35:52 GMT
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might be worth beefing up the nod soldier to put it on a par with the gdi soldier (stronger rifle, smaller head)

otherwise gdi's gonna own it even if you use the improved flamethrower, seems to me.

Subject: Re: C&C_Crevasse
Posted by [TankClash](#) on Sat, 24 Sep 2011 15:49:04 GMT
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crazfulla wrote on Fri, 23 September 2011 20:46 There are already enough sand style maps. I liked the look and feel of the original fissure map, can you not do it in a similar climate?

I'd say it would be an much more adequate replacement for sand...

Subject: Re: C&C_Crevasse
Posted by [rrutk](#) on Sat, 24 Sep 2011 18:23:22 GMT
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why "replace" instead of add another....

Subject: Re: C&C_Crevasse
Posted by [Aircraftkiller](#) on Sun, 25 Sep 2011 06:50:24 GMT
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I'm almost done with it. The underground area needs light mapped, as does the two-floored Hand of Nod. Once that's done, I can move on to LevelEdit work.

I'll need to manually touch up some of the light mapping with my tablet in Photoshop, since some of it is too dark (blocks in the middle of the level, some spots in the hallways, etc) but for the most part the lighting came out pretty well, and close to what Westwood intended.

I modified this level heavily from the original design, but kept it mostly intact. What I've changed is generally aesthetic details: collars around the tunnel entrances, light mapping, light intensity/variables, added flame emitters. You can see them in these screenshots as orange dots from a distance.

I've redeveloped the bottom area completely to turn it into a Nod temple from the early days of the Brotherhood when the Lord sent Kane to wander the Land of Nod.

Should be starting LE work tomorrow, should be finished entirely by Monday.

Subject: Re: C&C_Crevasse
Posted by [Gohax](#) on Sun, 25 Sep 2011 22:37:25 GMT
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Can't wait man.

Subject: Re: C&C_Crevasse
Posted by [Starbuzz](#) on Mon, 26 Sep 2011 00:00:34 GMT
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Tunnels remind me of Prince of Persia tbh.

btw, instead of completely taking out Havocs/Saks why not keep them in with a 2 round magazine ramjet?

Subject: Re: C&C_Crevasse
Posted by [Gohax](#) on Mon, 26 Sep 2011 05:35:03 GMT
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Starbuzz wrote on Sun, 25 September 2011 17:00Tunnels remind me of Prince of Persia tbh.

btw, instead of completely taking out Havocs/Saks why not keep them in with a 2 round magazine ramjet?

If anything else, make them one shot ramjets. Other than that, I'd say take them out.

Though, in all honesty, seeing as how the only way you can really earn money is to attack the enemy base (or just wait for cred flow), I don't think it'd be that bad.

But, if anything, have them one shot ramjets. It'd basically just be pics/ravs with extended range.

Subject: Re: C&C_Crevasse
Posted by [Aircraftkiller](#) on Mon, 26 Sep 2011 21:49:21 GMT
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I'm probably going to take them out. We'll see. Tonight should be the final night I work on this, since I just finished light mapping the two-floor Hand of Nod.

I'll get a download link up when I'm finished.

Subject: Re: C&C_Crevasse
Posted by [iRANian](#) on Mon, 26 Sep 2011 22:53:16 GMT
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Sweet. And yeah take out the ramjet.
