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Subject: Re: C&C FjordsTR released
Posted by Intradox on Fri, 28 Oct 2011 19:56:13 GMT
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Very nice

Subject: Re: C&C FjordsTR released
Posted by liquidv2 on Fri, 28 Oct 2011 19:57:42 GMT
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Aircraftkiller wrote on Thu, 27 October 2011 20:35DOWNLOAD - or grab it via 4.0 on the St0rm
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your maps is bad

Subject: Re: C&C FjordsTR released
Posted by roszek on Fri, 28 Oct 2011 20:28:26 GMT
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Intradox wrote on Fri, 28 October 2011 12:56Very nice

^

I gotta wonder where you find the time keep up so many projects!

Subject: Re: C&C FjordsTR released
Posted by sterps on Sat, 29 Oct 2011 06:39:24 GMT
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Is the Apache ment to have infinite rocket ammo?

Subject: Re: C&C FjordsTR released
Posted by Aircraftkiller on Sat, 29 Oct 2011 16:33:02 GMT
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Yes, it is. It's completely unguided, so you'll have a hard time hitting anything with it unless you're sitting still or attempting a strafing run.

Subject: Re: C&C FjordsTR released
Posted by C C_guy on Sat, 29 Oct 2011 20:16:59 GMT
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liquidv2 wrote on Fri, 28 October 2011 12:57Aircraftkiller wrote on Thu, 27 October 2011 20:35DOWNLOAD - or grab it via 4.0 on the St0rm AOW server when Wilo updates it.

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Agreed they are bad , kid has no skil or clue, but no surprise's here, i mean just go around the threads here in this forum, and you can tell and see for yourself what a dweeb this kid is, like omg theres way better skill out there in the community then within this kid, thats not argue-able, but this kid will . lol

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Subject: Re: C&C FjordsTR released
Posted by iRANian on Sat, 29 Oct 2011 20:25:06 GMT
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Do you suffer from Down's Syndrome, C C_Guy?

Subject: Re: C&C FjordsTR released
Posted by Aircraftkiller on Sat, 29 Oct 2011 20:55:02 GMT
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I don't think it's Down's. According to the DSM IV it sounds more like projection.

Subject: Re: C&C FjordsTR released

Posted by Jerad2142 on Sun, 30 Oct 2011 02:04:59 GMT
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Are you projecting projection... or better yet, am I projecting you projecting projection.
jk

I enjoyed the map, lot of people hate it but I was on a server that allows voting for the maps, and your map's ranking was average with the original Westwood ones, and the people that hate your maps like those, so I guess that kind of cancels their opinion out lol.

Subject: Re: C&C FjordsTR released
Posted by Aircraftkiller on Sun, 30 Oct 2011 02:28:22 GMT
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The only reason anyone hates it is "HAVOC MUST DESTROY ALL OFMGR"

That's about it, really.

Subject: Re: C&C FjordsTR released
Posted by Gohax on Sun, 30 Oct 2011 09:09:12 GMT
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St0rm still hasn't updated it to TR. Still TS If Wilo hasn't done it by today, I'll ask him about it.

Subject: Re: C&C FjordsTR released
Posted by liquidv2 on Mon, 31 Oct 2011 00:54:22 GMT
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why does havoc still destroy poor defenseless buggies and humvees? at least cut the damage he does to it in half

why does a sniper rifle shot do comparable damage to a fucking tank shell to those vehicles?

Subject: Re: C&C FjordsTR released
Posted by Aircraftkiller on Mon, 31 Oct 2011 04:20:53 GMT
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Since I can't change armor.ini I'd have to change their armor type to Heavy in order to avoid massive sniper damage. That opens up another problem: Rifle infantry wouldn't be able to destroy them easily like they do now. I might have missed some setting in armor.ini that would allow me to set the sniper warhead to something that only damages infantry, but I haven't seen it yet.

Subject: Re: C&C FjordsTR released
Posted by GEORGE ZIMMER on Mon, 31 Oct 2011 16:50:50 GMT
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I don't think that's too bad of a thing actually... Buggies and Humvees should be able to counter infantry. They're basically useless, otherwise...

Subject: Re: C&C FjordsTR released
Posted by sterps on Fri, 04 Nov 2011 01:11:46 GMT
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When the Advanced Guard Tower kills players, it's announced as The No String killed <player>

Subject: Re: C&C FjordsTR released
Posted by Aircraftkiller on Fri, 04 Nov 2011 02:46:15 GMT
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Which is a server-side problem!

Subject: Re: C&C FjordsTR released
Posted by roszek on Fri, 04 Nov 2011 05:53:16 GMT
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Subject: Re: C&C FjordsTR released
Posted by liquidv2 on Fri, 04 Nov 2011 05:58:07 GMT
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GEORGE ZIMMER wrote on Mon, 31 October 2011 11:50I don't think that's too bad of a thing actually... Buggies and Humvees should be able to counter infantry. They're basically useless, otherwise...
in C&C 1 rifle guys did moderate damage to light vehicles
if you took that away from them infantry as a whole would be underpowered more than they already are

---

Subject: Re: C&C FjordsTR released
Posted by roszek on Fri, 04 Nov 2011 06:10:27 GMT
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GEORGE ZIMMER wrote on Mon, 31 October 2011 09:50I don't think that's too bad of a thing

actually... Buggies and Humvees should be able to counter infantry. They're basically useless, otherwise...

I think a buggy rush that can't be stopped by infantry would be a bad thing.

Subject: Re: C&C FjordsTR released
Posted by FlaminGunz on Fri, 04 Nov 2011 11:24:03 GMT
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its bad

Subject: Re: C&C FjordsTR released
Posted by GEORGE ZIMMER on Fri, 04 Nov 2011 15:24:58 GMT
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liquidv2 wrote on Thu, 03 November 2011 22:58GEORGE ZIMMER wrote on Mon, 31 October 2011 11:50I don't think that's too bad of a thing actually... Buggies and Humvees should be able to counter infantry. They're basically useless, otherwise...
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True, but they're already fairly useless anyway... just because they can sorta fight a useless vehicle doesn't mean it's their saving grace. I mean shit, virtually every other unit is better at fighting a buggy/humvee than the rifle soldiers anyway.

It's not like it'd suddenly break gameplay and cause buggies/humvees to be horribly OP. It'd just give them a little bit of use when it comes to clearing the field of infantry. Hell, they'd still be incredibly susceptible to any explosive fire... which, come on, reigns supreme in most of Ren's battles.

Subject: Re: C&C FjordsTR released
Posted by Goztow on Mon, 07 Nov 2011 11:47:24 GMT
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The buggy / humvee is perfectly usable in early battle, for fast rushes on rush maps or during the harv fight on defense maps. When it has repairs, it can withstand sufficient fire.

Subject: Re: C&C FjordsTR released
Posted by NACHO-ARG on Sun, 20 Nov 2011 03:54:22 GMT
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i will try to offer constructive criticism about your map: it does look pretty cool but i cant say i love it, the level of detail is way higer than what i have seen in otters fan maps but that doesnt nesesary make it better, imo exept for the tunels the layout is a litle bit boring, the rute to the enemy base is too much straight on, about the trees, i havent seen anotter ren fan map whit such amount of trees but if that doesnt cause lag issues then i dont see the problem whit them, also i dont like some of the units changes for example the mrls firing only 2 misiles at the time it just doesnt feel right for me, the rotating turret seams to be a nice thing but i havent test it in large matches to say i love it. The chaingun in the chinok is a nice touch though, may be some players would consider to buy one for serius purposes and not just for lolz.

Subject: Re: C&C FjordsTR released
Posted by Aircraftkiller on Sun, 20 Nov 2011 06:08:21 GMT
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You have to put these changes into a larger frame of reference to understand why things are. The MRLS fires two missiles, not only to be accurate to Tiberian Dawn, but also to consolidate the damage of six missiles into two. This has the effect of making it much more dangerous than it was in Renegade, because if only two missiles track on average, it's better to have them do more damage than fractional damage. This also makes them potent anti-aircraft weapons, negating the dynamic of having Havoc/Sakura/other "snipers" destroying aircraft.

You are correct, the way I have the tile objects (trees, specifically) set up isn't maximizing frames. If I combine them into several "larger" objects, they will render faster and the engine will cope with them easier. I'm planning to eventually get around to fixing that along with some other minor re-balancing, such as moving the Weapons Factory in place of the Barracks.

Thanks for the commentary, though. I appreciate all thoughts and viewpoints so long as they're presented in a respectable manner.

Subject: Re: C&C FjordsTR released
Posted by FlaminGunz on Sun, 20 Nov 2011 10:58:45 GMT
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i like the vec changes, just not enough trees imo