
Subject: C&C_Nodewar :: WIP
Posted by [zunnie](#) on Tue, 06 Mar 2012 05:28:37 GMT
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VIDEO: <http://www.youtube.com/watch?v=2NXGUyva2Ug>

C&C_Nodewar : Domination Map
<http://www.ultraaow.com>

Welcome to Nodewar

This is a Domination map designed by Mauler and me It will run on the UltraAOW server very soon.

You can capture the Control Nodes by repairing them. When your team has captured a Node they will get

one 'capture point' per second.

A vehicle will spawn on the Spawnpad when you capture the Control Node to defend it.

The Control Node will change animation and coloring depending on the team that owns it (or neutral blue).

This map has 4 Control Nodes. The more Control Nodes your team owns, the faster you will win the game.

Buildings cannot be destroyed on this map as the purpose is to capture the Control Nodes.

Map will be up for download very soon and be run on the UltraAOW server.

The Control Nodes and Vehicle Spawnpad designs are from CnC3. Although the ANIMATIONS and ICONS were done by Mauler.

Greetz zunnie

Subject: Re: C&C_Nodewar :: WIP
Posted by [zunnie](#) on Tue, 06 Mar 2012 07:27:53 GMT
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Trees and shit are still missing here, WIP shot

Subject: Re: C&C_Nodewar :: WIP
Posted by [zunnie](#) on Tue, 06 Mar 2012 08:24:53 GMT
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Trees added

Subject: Re: C&C_Nodewar :: WIP
Posted by [zunnie](#) on Tue, 06 Mar 2012 08:55:56 GMT
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Final Result (probably):

Subject: Re: C&C_Nodewar :: WIP
Posted by [sla.ro\(master\)](#) on Tue, 06 Mar 2012 10:35:51 GMT
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two words. ugly map.

Subject: Re: C&C_Nodewar :: WIP
Posted by [zunnie](#) on Tue, 06 Mar 2012 10:39:49 GMT
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I've seen what you can do in TTW lol.

Subject: Re: C&C_Nodewar :: WIP
Posted by [c0vert7](#) on Tue, 06 Mar 2012 15:15:46 GMT
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What happens when u got like 5 ppl repairing the node to get it fast adn they blow it up and you capture it 2 times fast? That means 2 vehciles will spawn and stick?

Subject: Re: C&C_Nodewar :: WIP
Posted by [zunnie](#) on Tue, 06 Mar 2012 15:16:41 GMT
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no

Subject: Re: C&C_Nodewar :: WIP
Posted by [YazooGang](#) on Wed, 07 Mar 2012 11:55:44 GMT
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sla.ro(master) wrote on Tue, 06 March 2012 03:35two words. ugly map.
Do something productive instead of being immature.

Subject: Re: C&C_Nodewar :: WIP
Posted by [Ani](#) on Wed, 07 Mar 2012 14:26:19 GMT
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sla.ro(master) wrote on Tue, 06 March 2012 03:35two words. ugly map.

Back when Caveman was running Atomix for that little while, everything you did was "ugly" and just plain fucking stupid if you ask me.. But no one was immature enough to tell you off... Btw - your site = two words. Not finished.

Subject: Re: C&C_Nodewar :: WIP
Posted by [sla.ro\(master\)](#) on Wed, 07 Mar 2012 18:05:59 GMT
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YazooGang wrote on Wed, 07 March 2012 13:55sla.ro(master) wrote on Tue, 06 March 2012 03:35two words. ugly map.
Do something productive instead of being immature.

my opinion about that map. thats all. i don't want to fake 'like' it, i better say my opinion, his map is just some trees, few bridges and mountains. i haven't said "hey i make better stuff".

everyone has his opinion.

@Animoskity, yeah, is not finished, we are working on some php codes for it. I don't like atomix (i never did), caveman almost renamed Mutant Co-Op to atomix..

Subject: Re: C&C_Nodewar :: WIP
Posted by [kamuixmod](#) on Wed, 07 Mar 2012 19:04:57 GMT
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sla.ro, what u said is not an opinion, its stupid.
If you want to say an Opinion, then say beside that why, and what he could improve

Subject: Re: C&C_Nodewar :: WIP
Posted by [Mauler](#) on Wed, 07 Mar 2012 20:07:39 GMT
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Anything slaro creates is just shitty,and lacks any kind of quality...

And he cannot resist posting a retarded comment

He believes that he creates lots of popular 'things' and that the Renegade community loves it...lol
once a troll always a troll 'ey sla haha..

Subject: Re: C&C_Nodewar :: WIP
Posted by [sla.ro\(master\)](#) on Wed, 07 Mar 2012 20:53:02 GMT
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kamuixmod wrote on Wed, 07 March 2012 21:04sla.ro, what u said is not an opinion, its stupid.
If you want to say an Opinion, then say beside that why, and what he could improve

u want to know what he should improve? here is my list.

1. Better textures and much more blended, not just 3 textures and BING! a map...
2. A more detailed map with more objects, light posts, other environmental
3. That ambient color is pure unrealistic.
4. The bridges much detailed (those bridge look like will fall off anytime).
5. he should work more on map, he can give more time making it, not just in how many days he did this.

better?

Subject: Re: C&C_Nodewar :: WIP
Posted by [Intradox](#) on Thu, 08 Mar 2012 00:50:54 GMT
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sla.ro(master) wrote on Wed, 07 March 2012 13:53kamuixmod wrote on Wed, 07 March 2012 21:04sla.ro, what u said is not an opinion, its stupid.
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better?

Okay it does need some work, but you didn't have to start off by saying, "two words. ugly map."
Before you go and be an asshole, give some suggestions on what they can improve on. Jesus be a fucking human and stop trolling.

BTW: I really like this mod, it likes quite fun if you get enough people playing

Subject: Re: C&C_Nodewar :: WIP
Posted by [Aircraftkiller](#) on Thu, 08 Mar 2012 01:15:49 GMT
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Did you make this in five minutes? I would be surprised if it took you any longer than that. Zunnie,

really, put some work into these things. I realize that Renegade's graphics weren't that great, but the artists at least tried within the constraints they were given. You look like you just took a shit inside of 3DS Max and decided that it would be too much work to try using it to build anything, so you just gave up and plopped random shit around the surface.

I'm sure your concept is great, but I just can't wrap my mind around why you won't put forth a bit of effort to make it more presentable.

Subject: Re: C&C_Nodewar :: WIP
Posted by [Generalcamo](#) on Fri, 09 Mar 2012 02:32:51 GMT
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Add more texture deviation, actually, replace the ENTIRE texture of the ground, get some trees, some NICE trees, and do some mesh smoothing on those hills.

Subject: Re: C&C_Nodewar :: WIP
Posted by [robbyke](#) on Mon, 12 Mar 2012 19:18:38 GMT
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You guys already cry about the looks of the map while even in professionals start with functionality and then remake their graphics to fit it better for a WIP its good enough.

everyone needs a place to test,i dont like the look of the map either at this moment but im pretty sure it will change its just a main layout

and no i dont know shit about map making im just a fckn noob

Subject: Re: C&C_Nodewar :: WIP
Posted by [Aircraftkiller](#) on Tue, 13 Mar 2012 02:12:06 GMT
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robbyke wrote on Mon, 12 March 2012 15:18You guys already cry about the looks of the map while even in professionals start with functionality and then remake their graphics to fit it better

and no i dont know shit about map making im just a fckn noob

I think that explains itself.

Subject: Re: C&C_Nodewar :: WIP
Posted by [robbyke](#) on Tue, 13 Mar 2012 07:23:26 GMT
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Aircraftkiller wrote on Tue, 13 March 2012 03:12robbyke wrote on Mon, 12 March 2012 15:18You guys already cry about the looks of the map while even in professionals start with functionality and then remake their graphics to fit it better

and no i dont know shit about map making im just a fckn noob

I think that explains itself.

it also explains why all big games start with concept art and renegade has so many unused objects and models

Subject: Re: C&C_Nodewar :: WIP
Posted by [Aircraftkiller](#) on Tue, 13 Mar 2012 14:52:33 GMT
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This terrain isn't anything close to the level of professionalism and art style found in concept art. The point of pre-development is to flesh out the concept, not to rush through a map design with bad visuals. You may wish to research what you're typing about before you continue to post inane garbage.
