
Subject: C&C_Mediterranean *wip*
Posted by [zunnie](#) on Tue, 20 Mar 2012 11:09:05 GMT
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EDIT: For those wanting to test the map, goto my site below and get the .zip file.
<http://zunnie.multiplayerforums.com/renegade/mediterranean/>
Then join the server on XWIS called a0000000w
Or join the server by IP: 188.138.84.233:7000

Just some screenshots of the map Mediterranean i made for TCW before.
The map plays out very nicely there.

Decided to convert it to use in Renegade. The Palm trees, bridges and rocks were done by Mauler.
The Barracks and Hand of Nod will be seperated from the main base.
You can use a teleporter in the base to go from the WF/Air area to the Hand/Bar area.

Furthermore both teams will have two Tiberium Silo's. I'm still pondering to make them 'capturable': Destroy the silo, then repair it to make it yours and gain credits from it. I may or may not do this.

Also there are Repair Facilities available which may also be captured or not, im not sure yet if i will make them capturable.

They are secondary buildings and don't require destruction to win the game.

Edit: I might add Helipads ... Not sure yet.

Some screenshots, NOT finished yet:

Subject: Re: C&C_Mediterranean *wip*
Posted by [zunnie](#) on Tue, 20 Mar 2012 13:29:48 GMT
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I think a max of 3 Helipads is nice, Orca's and Apache's will be modified a bit and probably be 1000 up to 1250 in cost, not sure yet.
There will be a max of 2 Orca's per Helipad. So 6 in total.
The Orca's will have limited ammo but do more damage to buildings and vehicles. Not sure how much ammo yet.

I also decided to place the Helipads on the other side of the island with the barracks. THEN, if your primary base goes down by enemy fire. You STILL have a chance of winning with your Barracks and Helipads available

Subject: Re: C&C_Mediterranean *wip*
Posted by [zunnie](#) on Tue, 20 Mar 2012 17:28:53 GMT
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<http://www.youtube.com/watch?v=mh0dHS3Bm0c>

Tiberium Silo's are working as they should now
They give your whole team \$5 every 3 seconds.

When they are destroyed they will simply UNTEAM and stop giving credits.
When it is repaired by either Nod or GDI it will TEAM and start giving credits to the team that repaired it.

Subject: Re: C&C_Mediterranean *wip*
Posted by [Starbuzz](#) on Tue, 20 Mar 2012 18:14:27 GMT
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When you made this map for TCW, I always thought it would be great for Renegade too; so I am glad you are bringing it to Renegade. This map is the sort of map I like: bright settings, lots of palm trees, and blue seas. Get some sort of slight haze going along with a nice sun.

I think what you have so far is really good looking...I like good looking maps. It will be even more awesome if the man-made bridges were removed and some natural formations were added instead...some sort of rocky arches acting as a bridge perhaps. I would also throw a wrecked pirate ship in there somewhere with a nice mix of birds singing and other environmental-related sounds.

dang I want to learn how to make maps!!!

I wonder how this will play out as the structures for each team are divided over two different islands. But this seems more about flying so I guess it will work out...

Subject: Re: C&C_Mediterranean *wip*
Posted by [Generalcamo](#) on Tue, 20 Mar 2012 18:54:05 GMT

Hmm.

Don't add helipads unless you can find a way to make them work properly. DO NOT use pokable PTs to make them work, THEY WILL frustrate new players, and don't say README, because TT's resource manager does not transfer readmes.

The bridges could use more detail.

The water, is, too blue. Add transparency, and perhaps use a lighter shade of blue. And reduce the UVW mapping on them.

Subject: Re: C&C_Mediterranean *wip*
Posted by [zunnie](#) on Wed, 21 Mar 2012 02:42:33 GMT
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Don't add helipads unless you can find a way to make them work properly.
--- I found a way

DO NOT use pokable PTs to make them work, THEY WILL frustrate new players
--- Thats exactly what i'm gonna do lol. The 4.0 AirFactory logic
--- cant be used on custom MAPS, only in MODS which have the
--- sidebar enabled, like TCW and APB.
--- I dont care if it "frustrates" new players, they'll learn
--- eventually...

and don't say README, because TT's resource manager does not transfer readmes.
--- I can include a readme in the mixfile itself, although
--- players will have to look it up in their
--- %appdata%\Renegade\Client\ttfs\files folder

The bridges could use more detail.
--- Bridges are fine i think

The water, is, too blue. Add transparency, and perhaps use a lighter shade of blue. And reduce the UVW mapping on them.
--- Water is also fine imho... Its because the distance to the
--- water is quite large it looks weird maybe..

Subject: Re: C&C_Mediterranean *wip*
Posted by [Generalcamo](#) on Wed, 21 Mar 2012 03:22:39 GMT

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Lets see here:

You just took out half your player base (why don't you just do what ren did?)

Congratulations, you nulled your own argument!

I never seen a bridge look like that

Water is never that blue without at least some transparency. Please add some.

Subject: Re: C&C_Mediterranean *wip*
Posted by [zunnie](#) on Wed, 21 Mar 2012 04:07:26 GMT
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I disagree

Subject: Re: C&C_Mediterranean *wip*
Posted by [Ani](#) on Wed, 21 Mar 2012 13:45:13 GMT
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umad critics?

Subject: Re: C&C_Mediterranean *wip*
Posted by [Jerad2142](#) on Thu, 22 Mar 2012 17:31:19 GMT
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Generalcamo wrote on Tue, 20 March 2012 21:22

Water is never that blue without at least some transparency. Please add some.

Water reflects the environment around it, it might reflect darker than what the sky above it is but it shouldn't be reflecting some random ass tone of blue that isn't anywhere on the map lol.
