
Subject: Upcoming Map C&C_Air
Posted by [zunnie](#) on Sun, 09 Dec 2012 15:58:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

This will be a helicopter and (random spawn) infantry only map.
Silo's and Repairfacilities will be available.
The Carrier in center will have a Control Point which can be captured to take control over the Carrier and then you can use its pads to refill your helicopter with new ammo.

video: <http://multiplayerforums.com/index.php?/topic/95-renegade-cc-air-beta-6-video-ne-ar-completion/>

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Mon, 10 Dec 2012 13:21:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Mon, 10 Dec 2012 15:01:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

WIP Nighttime

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Mon, 10 Dec 2012 16:08:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Made it a little lighter again, it was too dark we thought after all:

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Tue, 11 Dec 2012 03:13:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

I <3 the lighting

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Tue, 11 Dec 2012 11:50:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why are the images not loading ?

test:

Subject: Re: Upcoming Map C&C_Air
Posted by [Omar007](#) on Tue, 11 Dec 2012 12:52:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

The images are in a secured area on your server.
Login dialogs are popping up due to your posts.

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Tue, 11 Dec 2012 13:11:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea, got a slight problem atm, fixing it...

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Sun, 16 Dec 2012 08:55:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

<3 the lights

Subject: Re: Upcoming Map C&C_Air
Posted by [Sean](#) on Sun, 16 Dec 2012 19:50:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

zunnie wrote on Sun, 16 December 2012 01:55<3 the lights

The images are still not loading mate.

Sexy looking map.

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Sun, 16 Dec 2012 20:23:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea got a problem again, had to password the main site for the time being.
Resolving it now :/

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Wed, 19 Dec 2012 14:41:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just some general map info:

DONE:

- You spawn as a random character with unlimited ammo
- There are two consoles by each helipad to buy a Orca/Apache(\$1000) or Chinook(\$500)
- The Heli's cannot be repaired with repairguns; You must use the Repair Facility
- The Heli's take little damage from sniper weapons
- There is a crate at the nose of the Carrier
- Buildings play health notifications when at 75%, 50% and 25% health
- Repair Facilities and Tiberium Silo's can be restored to full health by repairing them after which they function again
- There is a Control Point on the Carrier. When repaired you get 4 Apache's or Orca's and can refill them on the deck

TODO:

- When you control the Carrier you get access to two F207 Jets. They have 2 bombs to drop off.
 - The Jets can be refilled by flying over the deck.
 - Jets have limited fuel: If it runs out you will crash down in the sea or islands
 - Must make some scripts to lock vehicles to the team they belong to until someone has entered it...
-

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Mon, 24 Dec 2012 09:46:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mauler gave me the F-207 Jets now, they are ready to be flown

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Mon, 24 Dec 2012 23:20:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Video of Carrier Lighting and Jets Testing:
<http://www.youtube.com/watch?v=uQxXFnu597Q>

Lighting and Jet boning/skins by Mauler

:hurr:

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Tue, 25 Dec 2012 14:08:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mauler and me have done some further work on the jets and bombs:

BOMBS AWAY!!! LOL :

Subject: Re: Upcoming Map C&C_Air
Posted by [Mauler](#) on Tue, 25 Dec 2012 19:46:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol

Subject: Re: Upcoming Map C&C_Air
Posted by [Sean](#) on Wed, 26 Dec 2012 02:17:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sexy jets.

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Wed, 26 Dec 2012 04:07:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

The jets now have lights made by mauler.
Also, they will drop 2 times 3 bombs in .5 seconds before you need to get back to the carrier for a refill

Subject: Re: Upcoming Map C&C_Air
Posted by [BAGUETTE](#) on Wed, 26 Dec 2012 07:44:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is this map actually on a server yet, looks beast wanna try it out

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Wed, 26 Dec 2012 09:10:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

We're still working on it Shouldn't be long now before we can put up a test version on the main server

Some stuff we did recently:

- The F207's have 3 bombs on each side visually, so i've set it up to drop 3 bombs at a time when firing. You can do this twice, then your 6 missiles run out.
 - To refill your F207 you fly over the deck with the landingzone lighting. Then it gets new ammo and fuel.
 - The F207 can fly for 3 minutes. There are warning messages every now and then to tell you how much time is left including a 10 second countdown.
 - If you don't refill your F207 before it hits 0 fuel, the vehicle is blown up and mayday aah.mp3 fall to the ground lol.
-

Subject: Re: Upcoming Map C&C_Air
Posted by [Mauler](#) on Wed, 26 Dec 2012 18:45:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

good stuff zunn

Subject: Re: Upcoming Map C&C_Air

Posted by [zunnie](#) on Wed, 26 Dec 2012 22:33:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

For anyone wanting to try out the map, it is the nextmap on UltraAOW.com NewMaps 4.0 server right now!

So join now

Subject: Re: Upcoming Map C&C_Air

Posted by [zunnie](#) on Thu, 27 Dec 2012 02:15:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

We did two games on it now with 30+ players.

It was almost perfect lol apart from the few things below:

- The F-207 jets die a little too fast
- The F-207 jets have a strange bug when flying they flip out sometimes
- The Helipads can be repaired when they are dead, it only shows the health going up, it doesn't activate them again though
- The F-207 jets bombs should have a longer range so you can fly high when dropping them

Other than the above it was fucking awesome lol

Subject: Re: Upcoming Map C&C_Air

Posted by [zunnie](#) on Thu, 27 Dec 2012 03:22:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Fixed all the issues in my last post.

Video: <http://www.youtube.com/watch?v=Hn1InuPK9hE&feature=youtu.be>

Subject: Re: Upcoming Map C&C_Air

Posted by [ViPeaX](#) on Tue, 01 Jan 2013 18:35:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Please add a 'for' before 'fly time'.

Subject: Re: Upcoming Map C&C_Air

Posted by [crazfulla](#) on Fri, 04 Jan 2013 22:52:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why do you put that same crappy boat - which I presume is a direct export from tib wars - in every map you make? Why not create something original? Also, give the name some thought. C&C Air, REALLY? That reeks of lame. Oh and FGS, put those images in a spoiler, I was wondering why I couldn't see the "post reply" button.

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Fri, 04 Jan 2013 23:07:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

- 1) People love the map
 - 2) Get a bigger screen
-

Subject: Re: Upcoming Map C&C_Air
Posted by [Mauler](#) on Fri, 04 Jan 2013 23:12:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

crazfulla wrote on Fri, 04 January 2013 15:52 Why do you put that same crappy boat - which I presume is a direct export from tib wars - in every map you make? Why not create something original? Also, give the name some thought. C&C Air, REALLY? That reeks of lame. Oh and FGS, put those images in a spoiler, I was wondering why I couldn't see the "post reply" button.

I still see your exported halo models, exported tiberium holes from C&C3, your exported C&C3 crate all sitting on our FTP

Subject: Re: Upcoming Map C&C_Air
Posted by [crazfulla](#) on Fri, 04 Jan 2013 23:37:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

People play these maps because you are the only consistantly active person making them nowadays. I have practically given up, Aircraftkiller seems preoccupied with other projects... people will take what they can get. It is easy to make money when you have the monopoly.

Don't get me wrong, the terrain does look nice enough. You can model quite well. But the ship is just tacky and looks out of place. All I'm saying is your future maps could do with a little more imagination.

And how is getting a bigger monitor going to solve the issue of your screenshots distorting the forum tables? I would have thought it is more of a resolution issue.

Subject: Re: Upcoming Map C&C_Air
Posted by [crazfulla](#) on Fri, 04 Jan 2013 23:44:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mauler wrote on Fri, 04 January 2013 16:12crazfulla wrote on Fri, 04 January 2013 15:52Why do you put that same crappy boat - which I presume is a direct export from tib wars - in every map you make? Why not create something original? Also, give the name some thought. C&C Air, REALLY? That reeks of lame. Oh and FGS, put those images in a spoiler, I was wondering why I couldn't see the "post reply" button.

I still see your exported halo models, exported tiberium holes from C&C3, your exported C&C3 crate all sitting on our FTP

The relevance of this is? I had big ideas, but big ideas take time to develop. And time was something I had very little of. I do still have the terrain files somewhere...

Subject: Re: Upcoming Map C&C_Air
Posted by [ViPeaX](#) on Sat, 05 Jan 2013 01:17:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

In all fairness I would quit the next time I see this map show up. GDI just bombed the ramps instantly after getting it first and simply never had a chance of losing it, not even close. Was just a waste of time trying to do anything, as for every aircraft you killed, you got 10 bombs on your face and 2 orcas in return.

Subject: Re: Upcoming Map C&C_Air
Posted by [Mauler](#) on Sat, 05 Jan 2013 02:04:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

you can easily take the carrier if you teamplay, and you can stop the opposing teams jets by capturing the control point... it also stop their ability to refuel and rearm the bombs lol

Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Sat, 05 Jan 2013 02:28:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ah it's fine man, we had a dozen+ great long lasting games on the map so far. Sometimes a team gets the upper hand for a while but that is fine.

Subject: Re: Upcoming Map C&C_Air
Posted by [-TLS-DJ-EYE-K](#) on Sat, 05 Jan 2013 14:34:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

After i played the Map a few timez, i wanna suggest a few things:

1. make the Adv. Chars spwn more often,especially those who can kill the Jets, otherwise u dont have a good chance to fight back.
 2. Drop the Armor of the Jets against Deadeyes/Havocs just a bit,so that they make atleast some damage, rite now they are pretty useless
 3. Spwn Points : instead of letting the Chars spwn in open where they are an easy target for Jets, how about adding some sort of Houses or a Place where they can be attacked by Jets, lowers the spwn killing Quote.
 4. Alternative Route : Since you only have 2 ways onto the Carrier, how about add a way around the carrier so infantry can maybe sneak into that way into enemy islands?!
-

Subject: Re: Upcoming Map C&C_Air
Posted by [Tiny](#) on Sat, 05 Jan 2013 19:59:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont seen you doing anything for people round here crazfulla!! If you dont have anything nice to say then dont say anything at all and before you go threating me saying what are you gonna do if I dont say nice things. The only thing I'll do is kick your fucking arse in newmaps on any map

And replying to zunnies post.

- 1) People love the map
 - 2) Get a bigger screen
 - 3) Grow up
-