
Subject: Tower of Power Map idea
Posted by [Khadman](#) on Thu, 17 Apr 2003 03:30:26 GMT
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I had an idea today of creating a map with two towers. The towers will have buildings going up and a path making its way to the top where the most important building will be.. cash. The barracks will be close the the bottom, AGT at the bottom, WF part way up, power plant near the top, and Refinery at the top with a private tiberium field. I also thought of putting them springing out of a lake with 2 bridges connecting them together with gun emplacements at each end. This will be a flying map too i hope.

I need feedback as to whether or not this wold be a good idea to follow upon or just another pointless ambition.

Subject: Tower of Power Map idea
Posted by [maytridy](#) on Thu, 17 Apr 2003 13:56:15 GMT
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It sounds.....different. Use paint or something and draw us a basic layout. I'm a little confused.

Subject: Tower of Power Map idea
Posted by [Khadman](#) on Thu, 17 Apr 2003 14:48:44 GMT
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Heres a diagram

<http://www.n00bstories.com/image.view.php?id=1102613290>

Subject: Tower of Power Map idea
Posted by [maytridy](#) on Thu, 17 Apr 2003 14:52:06 GMT
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Wow, thats actaully really cool! Are those things that the buildings are on mountains? And does the bridge go over a river? Really neat idea.

Subject: Tower of Power Map idea
Posted by [Khadman](#) on Thu, 17 Apr 2003 15:08:52 GMT
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They are mountains and the brigde goes over a lake that surrounds both of the mountains. Im hoping to finish the terrain and add the buildings by tommorrow.. im working non stop at this

Subject: Tower of Power Map idea
Posted by [maytridy](#) on Thu, 17 Apr 2003 15:16:59 GMT
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Sweet, can't wait to play it!

Subject: Tower of Power Map idea
Posted by [General Havoc](#) on Thu, 17 Apr 2003 17:26:42 GMT
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Only one problem I can see is pointwhoring. Make sure that there are no places that you can camp in your own base then shoot the enemy buildings with an arty or an MRLS. Looks good so far though.

_General Havoc

Subject: Tower of Power Map idea
Posted by [Titan1x77](#) on Thu, 17 Apr 2003 18:22:43 GMT
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it sounds similar to the map im just finishing up

Subject: Tower of Power Map idea
Posted by [Rich\[HN\]](#) on Thu, 17 Apr 2003 18:33:56 GMT
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Me want to see!

Subject: Tower of Power Map idea
Posted by [Sir Phoenixx](#) on Thu, 17 Apr 2003 19:30:17 GMT
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Cool, "Dueling_Peaks", "Waring_Mountains", etc.

Subject: Tower of Power Map idea
Posted by [maytridy](#) on Thu, 17 Apr 2003 20:38:47 GMT
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Quote:it sounds similar to the map im just finishing up

Cool, can we see some pics?

Subject: Tower of Power Map idea
Posted by [Aircraftkiller](#) on Thu, 17 Apr 2003 21:18:57 GMT
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Sounds really ghey... Almost like a parking garage.

Subject: Tower of Power Map idea
Posted by [Deafwasp](#) on Thu, 17 Apr 2003 21:20:32 GMT
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C&C_SpecticleRock (sp?)

This map will suck balls if there is only 1 way to each base and yah have to bear down the defences.

Add obstacles between the BD's and maybe tunnels?

Subject: Tower of Power Map idea
Posted by [Sir Phoenixx](#) on Thu, 17 Apr 2003 23:21:35 GMT
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AircraftkillerSounds really ghey... Almost like a parking garage.

Yeah you know what, I can see having the bases situated at the top of two mountain peaks "Almost like a parking garage". :rolleyes:

Subject: Tower of Power Map idea
Posted by [Titan1x77](#) on Fri, 18 Apr 2003 04:34:18 GMT
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maytridyQuote:it sounds similar to the map im just finishing up

Cool, can we see some pics?

Shortly

Subject: Tower of Power Map idea

Posted by [Aircraftkiller](#) on Fri, 18 Apr 2003 05:00:25 GMT

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Sir PhoenixxAircraftkillerSounds really ghey... Almost like a parking garage.

Yeah you know what, I can see having the bases situated at the top of two mountain peaks "Almost like a parking garage". :rolleyes:

The diagram looks like a parking garage.

I don't give a damn what the map looks like, because the idea itself blows ass.

Subject: Tower of Power Map idea

Posted by [Deafwasp](#) on Fri, 18 Apr 2003 05:09:51 GMT

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It blows ahhhhh-sssseeeee!!! [/OperaVoice]

Subject: Tower of Power Map idea

Posted by [Sir Phoenixx](#) on Fri, 18 Apr 2003 14:17:22 GMT

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AircraftkillerSir PhoenixxAircraftkillerSounds really ghey... Almost like a parking garage.

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The diagram looks like a parking garage.

I don't give a damn what the map looks like, because the idea itself blows ass.

Lol, yeah the map must suck because of his Ms Paint drawing skills. :rolleyes:

Subject: Tower of Power Map idea

Posted by [Aircraftkiller](#) on Fri, 18 Apr 2003 14:49:04 GMT

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Sir PhoenixxAircraftkillerSir PhoenixxAircraftkillerSounds really ghey... Almost like a parking garage.

Yeah you know what, I can see having the bases situated at the top of two mountain peaks "Almost like a parking garage". :rolleyes:

The diagram looks like a parking garage.

I don't give a damn what the map looks like, because the idea itself blows ass.

Lol, yeah the map must suck because of his Ms Paint drawing skills. :rolleyes:

Well, normally, you don't sketch out a parking garage when you're going to make a mountain.

Subject: Tower of Power Map idea

Posted by [MoDMaNiA](#) on Fri, 18 Apr 2003 15:17:38 GMT

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well actually the drawing is a mountain, the buildings are on different levels :/ doesn't look too bad to me, but i'd make like underwater tunnels or somethin, cause only one way to get to the other base would be kinda lame, maybe have another bridge on the higher levels or somethin. like for every level there is a bridge?

Subject: Tower of Power Map idea

Posted by [maytridy](#) on Fri, 18 Apr 2003 17:24:01 GMT

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Quote:Well, normally, you don't sketch out a parking garage when you're going to make a mountain.

He didn't sketch a parking garage, you idiot. It's a simple sketch in paint, he made it in like 2 min. Lay off, Ack.

Subject: Tower of Power Map idea

Posted by [Aircraftkiller](#) on Fri, 18 Apr 2003 17:42:51 GMT

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Parking garages are square.

The diagram is square.

Parking garages have multiple levels.

His diagram has multiple levels.

Hmmmmm.

Subject: Tower of Power Map idea

Posted by [maytridy](#) on Fri, 18 Apr 2003 17:44:21 GMT

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It's a freakin' paint diagram. Shut up Ack.

Subject: Tower of Power Map idea
Posted by [Aircraftkiller](#) on Fri, 18 Apr 2003 17:47:09 GMT

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It doesn't matter. It showcases the overall look of the map, unless he radically changes it from being a parking garage to something else.

Subject: Tower of Power Map idea
Posted by [maytridy](#) on Fri, 18 Apr 2003 18:06:22 GMT

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I think it's going to be a well done, enjoyable map, if you don't think so, then don't download it and stop complaining.

Subject: Tower of Power Map idea
Posted by [Aircraftkiller](#) on Fri, 18 Apr 2003 18:20:14 GMT

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That has nothing to do with it looking like a parking garage.

Besides, you say most everything looks excellent. You'd call shit-on-a-stick excellent if you had the chance. :rolleyes:

Subject: Tower of Power Map idea
Posted by [maytridy](#) on Fri, 18 Apr 2003 18:28:26 GMT

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Yes, Ack, thats right. I would call "shit-on-a-stick" excellent. :rolleyes:

Subject: Tower of Power Map idea
Posted by [Aircraftkiller](#) on Fri, 18 Apr 2003 18:29:48 GMT

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Considering you've praised worse things, that doesn't seem like sarcasm to me.

Subject: Tower of Power Map idea
Posted by [Sir Phoenixx](#) on Fri, 18 Apr 2003 20:13:37 GMT
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AircraftkillerParking garages are square.

The diagram is square.

Parking garages have multiple levels.

His diagram has multiple levels.

Hmmmmm.

Lol... You're doing a great impression of an ignorant, childish little n00b.

Parking garages are square and have multiple levels! I like flaming and insulting everyone's work so I'll just say him and his work is nothing but crap for no reason!

Lol ACK...

You're what, 19? (or at least that's what you say) Why not try to act like you are really 19?

Subject: Tower of Power Map idea
Posted by [ThunderChicken](#) on Sat, 19 Apr 2003 03:43:46 GMT
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AircraftkillerSir PhoenixxAircraftkillerSir PhoenixxAircraftkillerSounds really ghey... Almost like a parking garage.

Yeah you know what, I can see having the bases situated at the top of two mountain peaks "Almost like a parking garage". :rolleyes:

The diagram looks like a parking garage.

I don't give a damn what the map looks like, because the idea itself blows ass.

Lol, yeah the map must suck because of his Ms Paint drawing skills. :rolleyes:

Well, normally, you don't sketch out a parking garage when you're going to make a mountain.

I'd love to see you do better.

Subject: Tower of Power Map idea
Posted by [ThunderChicken](#) on Sat, 19 Apr 2003 03:47:39 GMT

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And, about B2B, Maybe have the bases surrounded by mountain sides, with a path leading to the top of the mountain for B2B, where snipers can easily reach and kill them.. Or, maybe just a bridge leading across where you gotta duck the full length to avoid base defenses?

Just a few random thoughts..

forgot

Isn't the idea of B2B, to be covered by base def and be able to shoot enemy structures? You aren't covered where defenses can't shoot, in this case the top of a mountain.

Subject: Tower of Power Map idea
Posted by [scrinstorm](#) on Sat, 19 Apr 2003 19:17:16 GMT
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Hmm... I won't comment on this map until I see in-game screenshots.

Subject: Tower of Power Map idea
Posted by [Aircraftkiller](#) on Sat, 19 Apr 2003 19:45:09 GMT
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Sir PhoenixxAircraftkillerParking garages are square.

The diagram is square.

Parking garages have multiple levels.

His diagram has multiple levels.

Hmmmmm.

Lol... You're doing a great impression of an ignorant, childish little n00b.

Parking garages are square and have multiple levels! I like flaming and insulting everyone's work so I'll just say him and his work is nothing but crap for no reason!

Lol ACK...

You're what, 19? (or at least that's what you say) Why not try to act like you are really 19?

Right, Phoenixx, right. That's what I am, a n00b, because I don't like the way his idea was sketched out to be. It looks like a parking garage and that's how I'll take it until he proves otherwise.

As for me being a n00b, yep... That's me. Lord knows I haven't done anything for the C&C community. I just got here yesterday and have told people I don't like what they make. Yep, that's me alright.

Since I'm expressing a valid opinion based on what he showed, I guess that would make every opinion that directly contradicts someone else or shows they don't like something into an opinion of a n00b. Right? Isn't that what n00bs are, negative people? Looks like you fall into that category, too. Join the n00b club! :rolleyes:

Subject: YOUR STUPID!!!
Posted by [ohmybad](#) on Sat, 19 Apr 2003 20:41:28 GMT
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aaaaaa

Subject: Tower of Power Map idea
Posted by [Sir Phoenixx](#) on Sun, 20 Apr 2003 00:07:37 GMT
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AircraftkillerAs for me being a n00b, yep... That's me. Lord knows I haven't done anything for the C&C community. I just got here yesterday and have told people I don't like what they make. Yep, that's me alright.

n00b: Someone new or not who says/does stupid things that ruin it for others.

Ah come on ACK. You can't win it one way so you try and turn everything around to fit you, and hope no one notices.

"...and have told people I don't like what they make." Basicly.

AircraftkillerSince I'm expressing a valid opinion based on what he showed, I guess that would make every opinion that directly contradicts someone else or shows they don't like something into an opinion of a n00b. Right? Isn't that what n00bs are, negative people? Looks like you fall into that category, too. Join the n00b club! :rolleyes:

Bravo, completely missed the point again. I was commenting on how you were acting like a childish n00b, not that your opinion was n00bish.

Hmm, lets see: "I couldn't find any screenshots in here to flame the hell out of, so since I can't find anything else, why don't I just flame him for this little picture of the basic layout of where the bases would be in reference to each other", yes that's really mature. :rolleyes:

While we're on the topic of Opinions... Do you think that you're the only one who can post negative opinions? Nearly every thread that has someone showing off their map, there you are completely dissing it and the creator. But, as soon as someone posts a reply about something

you've made that, even in the slightest, isn't completely positive, you go completely ballistic and start saying bullshit like "since you have never made any maps, you cannot post your opinions here", or "shut up you n00b let's see you do better, until then you cannot post your opinions about my stuff"

And, me, negative? lol...

Like everything else, you have nothing to back that assumption up. I very rarely attack, flame, or dis others without being provoked, or without seeing a good reason to do so.

Subject: Tower of Power Map idea

Posted by [maytridy](#) on Sun, 20 Apr 2003 01:09:12 GMT

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Quote:Aircraftkiller wrote:

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Well said Sir Phoenixx. I agree with you 100%.

Subject: Tower of Power Map idea

Posted by [Aircraftkiller](#) on Sun, 20 Apr 2003 01:46:20 GMT

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Sir PhoenixxAircraftkillerAs for me being a n00b, yep... That's me. Lord knows I haven't done anything for the C&C community. I just got here yesterday and have told people I don't like what they make. Yep, that's me alright.

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You don't get it, do you? You're attacking me based on my opinion. My opinion is the only thing that has surfaced in this thread. You're attacking my opinion and nothing else, which means you either don't like people voicing negative opinions about other modifications or you're a hypocrite to the utmost extreme.

Why, you ask?

Well, lets see... For one, the modification forum is for discussing and showing off modifications. Nowhere does it, nor Crimson or Blazer, say that you cannot have negative opinions about the modifications discussed here. Maps are under that same category.

Now, while we get through that, where are you when others attack me for the slightest thing? What about when they attack my maps, or Renegade Alert - which you work on? Where are you then? Why aren't you decrying their opinions?

Either follow through with your actions or don't go around lambasting me for my opinions that I exercise regularly, just as everyone else here does... Including you.

I would also advise you not to go around chiding a fellow member of your modification. Do I go around insulting what you do? I respect the fact that I hired you to work on Renegade Alert. I didn't hire you to insult me publically. If you were anyone else, I would have fired you long ago.

Subject: Tower of Power Map idea

Posted by [Sir Phoenixx](#) on Sun, 20 Apr 2003 02:04:59 GMT

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No, I'm "attacking" you because you're attacking him because his sketch doesn't live up to your expectations.

I don't care about people giving negative opinions, but there is a difference between "voicing negative opinions" and flat out attacking someone. Voicing negative opinions: "That drawing looks bad", attacking: "You suck, that drawing sucks, and that map will suck when you publicize it"

I have never said you can't voice negative opinions about mods/maps. But as I said previously,

there's a difference between voicing your opinion and attacking other's work.

Please refer to the 3-4 threads about CaptKurt stealing your map, and a few others.

And I do 'follow through' with what I say. I've said stuff like "that's a blocky model and the skin could use ALOT of work", or "nice... tank", etc., but I don't go into every thread that has models in it that I think aren't that good and start attacking the creator "you suck, that sucks, why don't you just quit while your ahead, etc."

And I have nothing at all against you.

Subject: Tower of Power Map idea

Posted by [Aircraftkiller](#) on Sun, 20 Apr 2003 02:15:27 GMT

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Well, you fooled me. I don't go into every thread, either. I mainly stay out of threads like this because I don't like most of the shit this community makes, as they seem to give not-a-shit about how good something looks or plays, only when it concerns themselves.

Subject: Tower of Power Map idea

Posted by [Sir Phoenixx](#) on Sun, 20 Apr 2003 02:23:27 GMT

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AircraftkillerWell, you fooled me. I don't go into every thread, either. I mainly stay out of threads like this because I don't like most of the shit this community makes, as they seem to give not-a-shit about how good something looks or plays, only when it concerns themselves.

Yeah, I was on these forums, what a year and a half ago, and their excuse was "The game has only been out for a few months, everyone is still getting used to the tools and learning". It's been like 2 years or so since the game has been out, and except for a small hand full of people, things don't seem to be that much different.

Subject: Tower of Power Map idea

Posted by [Aircraftkiller](#) on Sun, 20 Apr 2003 02:41:25 GMT

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Actually, it's been a just a few months over a year... It pisses me off that they have all this talent; and all these tutorials at their disposal, yet they refuse to create anything good.

Go Renegade Alert. May we show the newbies the light.

Subject: Tower of Power Map idea

Posted by [maytridy](#) on Sun, 20 Apr 2003 19:48:57 GMT

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When is Ren Alert gonna be released? (the full version) Or are you just going to release updates to the beta?

Subject: Tower of Power Map idea

Posted by [Aircraftkiller](#) on Sun, 20 Apr 2003 20:18:19 GMT

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Well, lets see. Obviously, we keep releasing in increments leading up to 1.0, the release version.

What's that tell you?
