
Subject: What have I been up too?

Posted by [Triforce](#) on Mon, 05 May 2003 22:18:50 GMT

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

I've been lurking around here for a while, just doing some random things, but I've finally started work on something I think everyone will enjoy. I've got a map in the works, but not a normal one. I think these screens can explain it better than I can:

<http://modx.renevo.com/attachment.php?postid=649>

<http://modx.renevo.com/attachment.php?postid=650>

<http://modx.renevo.com/attachment.php?postid=651>

<http://modx.renevo.com/attachment.php?postid=652>

<http://modx.renevo.com/attachment.php?postid=653>

<http://modx.renevo.com/attachment.php?postid=654>

<http://modx.renevo.com/attachment.php?postid=655>

<http://modx.renevo.com/attachment.php?postid=656>

Triforce

Subject: What have I been up too?

Posted by [Deafwasp](#) on Mon, 05 May 2003 22:29:11 GMT

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

You fucking shit! how the fuck did you get that.

You fucking thief!

I am going to kick your ass shithead!

Subject: What have I been up too?

Posted by [Triforce](#) on Mon, 05 May 2003 22:37:29 GMT

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

Uhh, care to explain that a little more and without cursing? There's no need for that here.

Triforce

Subject: What have I been up too?
Posted by [Deafwasp](#) on Mon, 05 May 2003 22:42:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ehh...

Just yankin' yer chain their buddy, looks good.

Subject: What have I been up too?
Posted by [Aircraftkiller](#) on Mon, 05 May 2003 22:49:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

It looks alright.

I can tell you ripped off parts of the E3 Tiberium Refinery from the Buildings.zip and placed them on the multiplayer Tiberium Refinery.

I also noticed that the Power Plants look like ass... Looks like you're doing a tunnel network too. Kind of pointless, it's going to lead to camping unless you do it right, and you're still a newbie to map design - so I won't expect this to be something that'll rock my world.

I fail to see why people go for the grand things in maps when they haven't even learned how yet...

You can't fly before you get your pilots license, unless you want to crash.

Subject: What have I been up too?
Posted by [maytridy](#) on Mon, 05 May 2003 23:11:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:but I've finally started work on something I think everyone will enjoy.

Quote: Aircraftkiller2001 wrote:

It looks alright.

I can tell you ripped off parts of the E3 Tiberium Refinery from the Buildings.zip and placed them on the multiplayer Tiberium Refinery.

I also noticed that the Power Plants look like ass... Looks like you're doing a tunnel network too. Kind of pointless, it's going to lead to camping unless you do it right, and you're still a newbie to map design - so I won't expect this to be something that'll rock my world.

I fail to see why people go for the grand things in maps when they haven't even learned how yet...

You can't fly before you get your pilots license, unless you want to crash.

Everyone except Ack, of course. :rolleyes:

I think it looks really good. Those buildings look awesome! I really like the tunnels too. I hope to see this map soon! Keep it up

Subject: What have I been up too?

Posted by [Triforce](#) on Mon, 05 May 2003 23:16:21 GMT

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

If I crash I crash. I can't learn by making maps I will never release.

Triforce

Subject: What have I been up too?

Posted by [Aircraftkiller](#) on Mon, 05 May 2003 23:20:48 GMT

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

maytridyQuote:but I've finally started work on something I think everyone will enjoy.

Quote: Aircraftkiller2001 wrote:

It looks alright.

I can tell you ripped off parts of the E3 Tiberium Refinery from the Buildings.zip and placed them on the multiplayer Tiberium Refinery.

I also noticed that the Power Plants look like ass... Looks like you're doing a tunnel network too. Kind of pointless, it's going to lead to camping unless you do it right, and you're still a newbie to map design - so I won't expect this to be something that'll rock my world.

I fail to see why people go for the grand things in maps when they haven't even learned how yet...

You can't fly before you get your pilots license, unless you want to crash.

Everyone except Ack, of course. :rolleyes:

I think it looks really good. Those buildings look awesome! I really like the tunnels too. I hope to see this map soon! Keep it up

Please shut up. You wouldn't know a good map if it was a dog and it bit your asscheeks off.

I'm speaking from experience here. The more you try to do things when you don't know how to do the basics of a map, the worse it will turn out.

You should stick with doing normal maps before moving on to ones that extremely alter the

gameplay.

Subject: What have I been up too?

Posted by [maytridy](#) on Mon, 05 May 2003 23:22:10 GMT

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

Well, then we will just wait and see how good it is he releases it.

Subject: What have I been up too?

Posted by [Ferhago](#) on Tue, 06 May 2003 09:01:51 GMT

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

IMO The power plant looks good. The tiberium refinery looks like shit though.

And the tunnels are interesting. However engineers wont even have to go out into the open to repair buildings if all the buidlings are connected by tunnels.

Subject: What have I been up too?

Posted by [pulverizer](#) on Tue, 06 May 2003 17:54:48 GMT

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

I like it very much.
and I think the tunnel network is a great idea :thumbsup:
keep up the good work

Subject: What have I been up too?

Posted by [maytridy](#) on Tue, 06 May 2003 18:51:23 GMT

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

Quote:And the tunnels are interesting. However engineers wont even have to go out into the open to repair buildings if all the buidlings are connected by tunnels.

I think that's a plus. Then the attacking forces have to go into the buildings and root the engineers put. :sly:

I think that the new buildings look really good. But, is the tib refinery missing the top of it's silo?

Subject: What have I been up too?

Posted by [Triforce](#) on Tue, 06 May 2003 20:15:00 GMT

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

Yeah, I deleted the top part to make more like the TD one. The E3 model is almost an exact copy of the one used in TD, minus the 2 extra tiberium silos which would have made it a huge building, and its far more detailed than the one current one. I've been thinking about the tunnels and the new MCT locations and I've come up with this, 2 have to happen to make it work. One, I have change the basic concept on how the map is laid out like Ack said, and Two, Players are going to have change thier own playing style to make a sucessful attack. Single APC rushes aren't going to do anything here, nor is MRLS / Arty camping. I think its turely going to take a team effort to take out a single building, even more to wipe out the base. As for tunnel hoarding, there will ways to get into a building via an undergournd connection to a cave or someother place on the map, so it could be posible to enter a base without ever coming up to the surface, and in sight of the AGT / Obelisk. Cloak and Dagger runs is what will likely work the best for Nod, And GDI can distract forces on one side of Nod's base while an APC or 2 slips in the back and unloads 8 Hotwires into the Power Plant. I'll make sure there is more than enough ways to get into the base, and at the same time make it easy to deffend. I think I'm going to call it C&C_Egypt, but at the moment its creatively named Ruins2 . All constructive posts so far, well, almost. Its helped me think of some ways to improve already.

Triforce

Subject: What have I been up too?

Posted by [Havocman](#) on Fri, 09 May 2003 01:09:56 GMT

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

Man that Map Rocks.

Ten times better than Acks new Bunkers map. Witch i wanna add Still Suck with Overhall.
:twisted:

that map may have e3 models but it gives it more of that TD look.

Subject: What have I been up too?

Posted by [Aircraftkiller](#) on Fri, 09 May 2003 02:05:00 GMT

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

You're an idiot, Havocman...

How can you say "dis map iz betar thn bunkars coz i sez so" without even playing this map? It's not done yet, jackass.

fucking idiot...

Subject: What have I been up too?

Posted by [OrcaPilot26](#) on Fri, 09 May 2003 19:04:42 GMT

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

Well bunkers wasn't that good(graphically), but the custom textures and recon bikes make up for it.

Subject: What have I been up too?
Posted by [gendres](#) on Fri, 09 May 2003 20:52:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks nice

Subject: What have I been up too?
Posted by [Havocman](#) on Sun, 11 May 2003 04:48:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerYou're an idiot, Havocman...

How can you say "dis map iz betar thn bunkars coz i sez so" without even playing this map? It's not done yet, jackass.

fucking idiot...

And your some Asshole who can't stand other people's maps being better than yours..

you gotta be a Rejected Flametard when some map better then yours comes along.. Face it ack.
:rolleyes:

Subject: What have I been up too?
Posted by [Aircraftkiller](#) on Sun, 11 May 2003 06:56:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Face what? The opinion of an admitted thirteen year old child, who knows nothing about level design, commenting about a map that hasn't even been released - being designed by a relative newbie to doing Renegade maps?

There's some real logic there, buddy!

Subject: What have I been up too?
Posted by [maytridy](#) on Sun, 11 May 2003 19:39:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

The overhauled version of bunkers is great, not many maps are gonna beat that, Havocman. And,

this map hasn't even been released.
