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Subject: Ramps for Con Yards

Posted by [NeoSaber](#) on Tue, 20 May 2003 22:55:44 GMT

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I was making some ramps for the construction yards and I wanted some opinions on how they look. Here's some pics.

Pic 1

Pic 2

Pic 3

Pic 4

Pic 5

Pic 6

Pic 7

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Subject: Ramps for Con Yards

Posted by [Beanyhead](#) on Tue, 20 May 2003 22:59:26 GMT

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Very nice... You going to release them when you're finished?

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Subject: Ramps for Con Yards

Posted by [Aurora](#) on Tue, 20 May 2003 23:01:44 GMT

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Nice, Flying map conyards.

It's just... there are SOOO many places to hide a nuke up there...

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Subject: Ramps for Con Yards

Posted by [NeoSaber](#) on Tue, 20 May 2003 23:04:28 GMT

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BeanyheadVery nice... You going to release them when you're finished?

I'm still thinking about whether on not to release them. I'll probably decide it with a coin toss.

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Subject: Ramps for Con Yards

Posted by [Beanyhead](#) on Tue, 20 May 2003 23:10:26 GMT

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lol, Just give them to me instead

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Subject: Ramps for Con Yards  
Posted by [Aircraftkiller](#) on Tue, 20 May 2003 23:12:00 GMT  
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I've never seen a point to giving the Construction Yard ramps like the other buildings have... It's too large for flying maps in most cases.

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Subject: Ramps for Con Yards  
Posted by [gendres](#) on Tue, 20 May 2003 23:29:54 GMT  
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Aircraftkiller! I've never seen a point to giving the Construction Yard ramps like the other buildings have... It's too large for flying maps in most cases.

I agree

But they look great!, keep up the good work and model something even better

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Subject: Ramps for Con Yards  
Posted by [NeoSaber](#) on Tue, 20 May 2003 23:30:19 GMT  
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The map layout I have in mind will probably require the ramps, so I made them.

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Subject: Ramps for Con Yards  
Posted by [Afromn96](#) on Tue, 20 May 2003 23:55:26 GMT  
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its cool but there is lots of places 2 hide a beacon, that could be an advantage or a disadvantage, keep up the good work

---

Subject: Ramps for Con Yards  
Posted by [Aurora](#) on Wed, 21 May 2003 06:18:02 GMT  
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Well, there are a lot of places to hide beacons up there, but are there any less on the Weapons Factory roof? I think not...

who knows.

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Subject: Ramps for Con Yards  
Posted by [maytridy](#) on Wed, 21 May 2003 20:44:56 GMT  
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Yeah, lots of places to hide beacons. But they look great!

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Subject: Ramps for Con Yards  
Posted by [Halo38](#) on Wed, 21 May 2003 21:47:43 GMT  
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In terms of hiding beacons, both teams have a very simalar structure (um I thinks) so both teams have the same advantage. but having 2 floors to the conyard doesn't help also in locating beacons.

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Subject: Ramps for Con Yards  
Posted by [NeoSaber](#) on Wed, 21 May 2003 23:09:43 GMT  
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Halo38having 2 floors to the conyard doesn't help also in locating beacons.

Actually, I remodeled the interior. Only one floor in my conyard.

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Subject: Ramps for Con Yards  
Posted by [Afromn96](#) on Wed, 21 May 2003 23:16:25 GMT  
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It is alot harder 2 hide a beacon on the airstip then it is 4 the WF

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Subject: Ramps for Con Yards  
Posted by [Aircraftkiller](#) on Thu, 22 May 2003 01:55:59 GMT  
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NeoSaberHalo38having 2 floors to the conyard doesn't help also in locating beacons.

Actually, I remodeled the interior. Only one floor in my conyard.

I wouldn't say you actually remodeled it... Just removed a floor.

I advise you to make a new preset called mgcon\_int\_n or something similar... Using mgcon\_int will be a problem because the Construction Yards I use in all of my maps are modified with a ramp instead of an elevator headed downward. No, it isn't SGT. May's fucked up ramp, but a new one I cut into the floor and made for it.

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If you want to use those interiors, go for it... You can grab all the necessary files from my Basin map, just credit me for the ramp. That thing took quite a while to install.

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Subject: Ramps for Con Yards

Posted by [NeoSaber](#) on Thu, 22 May 2003 03:17:28 GMT

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AircraftkillerI wouldn't say you actually remodeled it... Just removed a floor.

I advise you to make a new preset called mgcon\_int\_n or something similar... Using mgcon\_int will be a problem because the Construction Yards I use in all of my maps are modified with a ramp instead of an elevator headed downward. No, it isn't SGT. May's fucked up ramp, but a new one I cut into the floor and made for it.

If you want to use those interiors, go for it... You can grab all the necessary files from my Basin map, just credit me for the ramp. That thing took quite a while to install.

Well, it's a little more than just removing a floor. Not much more though. I had to move the PTs and MCT to the upper floor and I moved some of the construction materials up to the upper floor as well. Lining up the MCT with its aggregates was a pain.

I named the interior mgcon\_int\_ns to avoid the problem you mentioned. When I was originally working on it, I called it mgcon\_int, and Level Edit kept using your interior. Renegade must like you better.

If I decide to go back to two floors, I'll go with your interior. My concern with the two floors is difficulty for players to C4 the MCT. Only testing will figure out which way is better. Of course, with the time I take to make a map, it'll be at least a month before I get that far...

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Subject: Ramps for Con Yards

Posted by [Aircraftkiller](#) on Thu, 22 May 2003 06:54:23 GMT

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Testing? Hardly... The Pits has been running Basin for months now.

Go play it on WOL... It's about to rotate in again.

No one complains about the Construction Yards having two floors. They're actually not that difficult to destroy since they're so large... You can hide on the bottom floor too, as you wait for your charges of C4 to detonate.

The reason LevelEdit and Renegade pull in the W3D of my interior is because it exists in a mix file already, so it's established, and Renegade will grab it there first...

I suggest you use the multi-floored interior. You'll need to go into the parts folder of the Nod CY

and take out the vis for it. Group that together, align it with the exterior of the CY (Like you're putting the interior of it inside of Max) then save the CY and vis stuff as another Max file so that you have them ready for another map. The reason I say this is that I had a lot of difficulty with the vis proxy, so I removed it... Placed the vis sectors manually inside of Max and Basin had no problems then.

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**Subject: Ramps for Con Yards**  
Posted by [NeoSaber](#) on Thu, 22 May 2003 07:13:13 GMT  
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I'm sure it works fine in Basin, I've played it plenty of times without any problem. I have a concern about the map I'm planning. It may or may not work well with the two floored conyard so I want to test it with a single floor conyard. Maybe I'm being paranoid, but as I was planning the layout for a map I started thinking about it.

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**Subject: Ramps for Con Yards**  
Posted by [Aircraftkiller](#) on Thu, 22 May 2003 07:19:38 GMT  
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Trust me, if it works in one map, it'll work in another. It's only one building; your entire base isn't made of two floored structures.

It'll be fine. I guarantee it.

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