
Subject: Uneven map idea

Posted by [frijud](#) on Thu, 03 Jul 2003 17:51:25 GMT

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The other day I was playing hourglass. Nod flame rushed the GDI AGT and destroyed it. About ten minutes later GDI won the game, not by camping, but by destroying the Nod base in a huge med/apc/mammy rush. GDI often wins on this map when the AGT is destroyed by camping, but Nod often gets careless in base defense allowing GDI a good rush opportunity.

So here is an idea that I wish to bounce off people here. Make a map that is unbalanced. Give either Nod or GDI a base defense but not both. There would be some interesting change in game strategy with a map like this. Teamwork would be a must for both Nod and GDI. I would predict that an unbalanced map would either be fun to play and work as a team, or be boring as hell due to camping and lack of teamwork. On teamwork servers like the pits, this map may be fun.

What are potential issues with an unbalanced map? Would they change strategy and give a fun map, or would they just allow the team without base defense to get hammered on?

Comments welcome.

Subject: Uneven map idea

Posted by [maytridy](#) on Thu, 03 Jul 2003 18:35:39 GMT

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Ahem, tactics forum

Subject: Uneven map idea

Posted by [exnyte](#) on Thu, 03 Jul 2003 18:41:44 GMT

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maytridy*Ahem, tactics forum*

Well... this isn't a tactic thread though, it's a map idea, which would normally go in the Mod forum... In any case, it's still Renegade related, and he can post where he wants it to go, since the General forum can go for ANYTHING Renegade related... May have more response in the Mod forum though.

Subject: Uneven map idea

Posted by [maytridy](#) on Thu, 03 Jul 2003 18:46:17 GMT

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Oops, I miss a paragraph. Hehe, sorry.

I think that the team with no base defences would get crushed. No doubt about it.

Subject: Uneven map idea

Posted by [Demolition man](#) on Thu, 03 Jul 2003 21:05:10 GMT

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With the beacon bug it was fun to change a map on a way.

Like on Under we took out both off the power plants to change the game play

Subject: Uneven map idea

Posted by [xpontius](#) on Thu, 03 Jul 2003 22:02:46 GMT

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Not to make it so outrageously unbalanced why not give one side a manmade defence such as the AGT=guns with easy access and the other side terrain type defenses like mountains or high ground?

Subject: Uneven map idea

Posted by [Havoc_elite](#) on Fri, 04 Jul 2003 13:04:48 GMT

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well it will affect de gameplay and tactic that is used, but if its also fun... I duobt it realy, you either need a verry good working team or unbalanced team players (Exempl: 7 Nod players VS 12 GDI players, GDI has no base defence).

Subject: Uneven map idea

Posted by [Infinint](#) on Sat, 05 Jul 2003 19:49:16 GMT

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Havoc_elitewell it will affect de gameplay and tactic that is used, but if its also fun... I duobt it realy, you either need a verry good working team or unbalanced team players (Exempl: 7 Nod players VS 12 GDI players, GDI has no base defence).

thats a good idea and would work but once the nod defence gose down then there going to lose.

Subject: Uneven map idea

Posted by [Infinint](#) on Sat, 05 Jul 2003 19:52:28 GMT

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oops should of added this to last post:

what if you have like a map with nod in a feild with a regular base defence then there are mountains surrounding the GDI base with small defence like small turrets and maybe a few rockets then theres an uneven ness to it but there almost the same.

Subject: Uneven map idea

Posted by [kawolsky](#) on Sat, 05 Jul 2003 20:42:13 GMT

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make 1 team have defences that only work when someone gets in them

Subject: Uneven map idea

Posted by [Infinint](#) on Sat, 05 Jul 2003 20:58:31 GMT

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ya thats how my map would work and maybe for the ultimate team work you have to have 2 people in a tank one drives and shoots and some one has to drive the havervester, this would probably be just for "profeshinal" tournaments.

Subject: Uneven map idea

Posted by [Dante](#) on Sun, 06 Jul 2003 06:42:46 GMT

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there are already maps like this, they are called assault.

Subject: Uneven map idea

Posted by [Infinint](#) on Sun, 06 Jul 2003 06:49:06 GMT

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you seem to be criticising me where ever i go Dante

Subject: Uneven map idea

Posted by [Titan1x77](#) on Sun, 06 Jul 2003 08:51:44 GMT

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Im suprised ACK isnt spell checking you where ever you go....

Subject: Uneven map idea

Posted by [Infinint](#) on Sun, 06 Jul 2003 08:55:12 GMT

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hmmm me too and(from onother post) are you saying i have 0 experince... CUZ IF YOU ARE!!!!
:twisted:

Subject: Uneven map idea

Posted by [frijud](#) on Mon, 07 Jul 2003 15:17:46 GMT

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Assalt Maps. I didn't know they already had a name. Thanks Dante. Origionally I thought it would be best for the team without a base defence to have a good "choke point" where it would be difficult to enter the baes. However I don't think this would be a good idea because GDI would just plant a mammy or two at the choke point and camp. No fun in that.

What about this idea. Base defences activate after a given amount of time. I don't know if this is possible with the renegade engine, but it would be interesting to play. Sort of a pseudo-Assalt map.

Subject: Uneven map idea

Posted by [General Havoc](#) on Mon, 07 Jul 2003 15:29:01 GMT

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There is an assault script that Jonathen Wilson wrote. I don't think anyone has ever used it but he must have wrote it for a reason, either his own idea or a sugested idea. Not certain how it works yet just need to think how to use it.

JFW_Assault_Powerplant_Controller (script for assault map)

Time (how long the timer should run for)

TimerNum (what number to use for the timer)

Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

Power_Off (what message will turn the buildings off)

Power_On (what message will turn the buildings on)

Building1-Building15 (the buildings to turn off/on)

On startup, this script sets an internal flag to false then sends Power_Off to all 15 building controllers. It also starts a timer.

On timer expired, if the flag is false it will send Power_On to all 15 buildings.

On zone entry, the flag is set to true.

On zone exit, the flag is set to false.

_General Havoc

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Posted by [General Havoc](#) on Mon, 07 Jul 2003 15:33:41 GMT

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More Info on the script from what i've worked out-

-The script is attached to a zone

-When a player from the set side is in the zone AND the timer expires the buildings will be toggled

-We can use Power on and Power Off to trigger something (Destroy All Building IE ending the map)

-The side that occupys the zone for the set amount of time will cause the game to winor loose basically

_General Havoc

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Posted by [Havoc_elite](#) on Mon, 07 Jul 2003 17:00:38 GMT

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You mean like opening and closing the power suplie to the AGT/obelisk yourself like with PT or something? Could work out nicely, then you got, base defenders, attackers and the Base defence operator ... hehe
