Subject: C&C_Wasteland Released
Posted by Falconxl on Tue, 08 Jul 2003 23:23:24 GMT
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I finished the map today.

Very important Please Read the C&C_Wasteland READ ME.txt if you have questions. Or post here. I prefer not to be asked while in game as it is distracting and usually gets me killed.

Enjoy.

Subject: C&C_Wasteland Released
Posted by General Havoc on Wed, 09 Jul 2003 00:06:16 GMT
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Hmmm not a bad map. The idea of the map is good but it could do with a little more work. The maps seems to lack vis. There are vis glitches everywhere and your tank dissappears more frequently they you can see it. Also the fact you can drive off the map is nota good concept. Also the AGT fires too far, it needs to be hidden behind a rock as the range is too long.

My opinion is that it's a good attempt and the concept is good. It does however need more work. The fact of the vis glitches makes the map unplayable in some areas.

Don't flame me, these are my opinions on the map if you wish to improve it. It could become a half decent map if you work on it. It's good to see that there are still mappers out here so good work.

_General Havoc

Subject: C&C_Wasteland Released
Posted by Falconxl on Wed, 09 Jul 2003 01:18:29 GMT
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I found out about the Vis problems. the Vis from the previous version of the map got corrupted so I have to run it again.

Not a real big deal. Just takes about 4 hours on the 2 meter granularity.
I really wish the vis could be exported to its own file so it can be salvaged.
Oh well.

I wouldn't flame you, I have actual n00bs I can use for that.

Anywho, a new version will be up tommorrow after I fix the Vis.
I also have to make an addition to the read me.

Subject: C&C_Wasteland Released
Posted by forsaken on Wed, 09 Jul 2003 18:20:24 GMT
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yeah it is pretty cool, and i was just wondering how in the world do you submit to renmaps i don't see that option anywhere, do you e-mail it somewhere?

Subject: C&C_Wasteland Released
Posted by YSLMuffins on Wed, 09 Jul 2003 18:27:22 GMT
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Don't set the Granularity to 2, that's way to small. Try 5.

But before you do that, go back in gmax and check your VIS sectors--make sure they extend PAST physical barriers because in reality, it's where the camera is that's important, not the unit.

Say the camera is pushed against a wall that slants at a 90+ degree angle--the VIS sector has to extend past the wall in order to compensate for the camera position. Make sense? If not I can draw you a picture.

And try lowering all your VIS sectors 2 meters below the ground. I don't know why WW did it for the map in general but not for their buildings, but it must help for something.

And after the auto-generating VIS is done, walk around the map and check for VIS glitches. When you see them, hit CTRL + ~ to force a manual VIS sample. That should fix the glitch. Also, try choosing between different cameras, so you can walk around the map in "vehicle mode".

Subject: C&C_Wasteland Released
Posted by Falconxl on Wed, 09 Jul 2003 18:34:34 GMT
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Vis is fixed.

I have to run the Granulartiy at 2 or it'll take almost 2 hours to do all the manual Vis points. I've run the Vis 11 times with varying settings.

Anywho the maps ready.

If anyone else wants to host it go ahead. the bandwidth on my site its not good.

update

Got the problem with Renmaps resolved. It should be available there by tommorow.

Subject: C&C_Wasteland Released
Posted by ohmybad on Wed, 09 Jul 2003 18:41:40 GMT
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Have you tryed http://modx.the-pitts.net/?

Subject: C&C_Wasteland Released
Posted by Falconxl on Thu, 10 Jul 2003 05:19:32 GMT
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The map is now available at http://www.renmaps.com

Subject: C&C_Wasteland Released
Posted by YSLMuffins on Thu, 10 Jul 2003 18:22:34 GMT
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FalconxlVis is fixed.

I have to run the Granulartiy at 2 or it'll take almost 2 hours to do all the manual Vis points. I've run the Vis 11 times with varying settings.

Anywho the maps ready.

http://falconxl0.tripod.com/wasteland.html

If anyone else wants to host it go ahead. the bandwidth on my site its not good.

update

Got the problem with Renmaps resolved. It should be available there by tommorrow.

If that's the case then it means your VIS screwed up period. :-\

Subject: C&C_Wasteland Released
Posted by xpontius on Thu, 10 Jul 2003 23:06:57 GMT
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Speaking of Vis, do any of you know where a tutorial dedicated to vis is located? Any tidbit of info ive found on the forums and other "general" tutorials are lacking in troubleshooting for vis and my map runs at 30 fps in some places down to 10. The textures vary (i mean they change when u walk on and off certain things, altering texture and fps in process.)

Wasteland looks good but havnt tried first version u released, ill go on you guys words and get

new version.

Subject: C&C_Wasteland Released
Posted by forsaken on Sat, 12 Jul 2003 17:03:49 GMT
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I'll ask again, I want to submit this map to renmaps, but i don't see a submit option anywhere......

Subject: C&C_Wasteland Released
Posted by npsmith82 on Sun, 13 Jul 2003 09:00:42 GMT
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FalconXL, i really love the map design
Great job.

We need to see more maps like this!

Subject: C&C_Wasteland Released
Posted by Falconxl on Sun, 13 Jul 2003 22:50:33 GMT
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forsakenI'll ask again, I want to submit this map to renmaps, but i don't see a submit option anywhere......

Visit the pits forum, instructions can be found there.

Subject: C&C_Wasteland Released
Posted by Titan1x77 on Mon, 14 Jul 2003 06:22:23 GMT
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Just got thru playing it on renbattle with 20 players....I got mvp and had a blast.

most of the battle took place on the right side near the lake...attacking from the left was impossible.

Flame rushes own that map!

Good map, keep em coming!