
Subject: C&C Mars announced
Posted by [Aircraftkiller](#) on Mon, 04 Aug 2003 16:26:30 GMT
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<http://www.cncden.com>

Subject: C&C Mars announced
Posted by [Beanyhead](#) on Mon, 04 Aug 2003 16:28:55 GMT
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Yay.

Subject: C&C Mars announced
Posted by [DrasticDR](#) on Mon, 04 Aug 2003 16:31:31 GMT
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Looks like Battlefield 1942.

Subject: C&C Mars announced
Posted by [KIRBY098](#) on Mon, 04 Aug 2003 16:42:41 GMT
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I like this idea.

Can't wait till the "AircraftKiller's greatest hits" pack comes out someday.

Ironic that after all this time, you're still here making a difference, and your detractors from last year are long gone.

More for us to enjoy.....

Subject: C&C Mars announced
Posted by [Vitaminous](#) on Mon, 04 Aug 2003 16:49:10 GMT
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sigh I was working on something similiar, it was in the early stages...

But oh well, you do make maps better than I do, so I'll let you make it, I'll just transform it into something else.

Subject: C&C Mars announced
Posted by [Havoc_elite](#) on Mon, 04 Aug 2003 16:57:24 GMT
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You gonna insert sniping hills and some canyons in it as well? Kind of a bore map if ya dont...

Subject: C&C Mars announced
Posted by [boma57](#) on Mon, 04 Aug 2003 16:59:56 GMT
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Let me guess, inspired by:

<http://www.n00bstories.com/renforums/viewtopic.php?t=6562>

Subject: C&C Mars announced
Posted by [Beanyhead](#) on Mon, 04 Aug 2003 17:01:02 GMT
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TaximesLet me guess, inspired by:

<http://www.n00bstories.com/renforums/viewtopic.php?t=6562>

I believe he recieved a message from an old friend at Westwood to make it.

Subject: C&C Mars announced
Posted by [Aircraftkiller](#) on Mon, 04 Aug 2003 17:17:56 GMT
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TaximesLet me guess, inspired by:

<http://www.n00bstories.com/renforums/viewtopic.php?t=6562>

No, actually, inspired by this:

----- Original Message -----

From: "Tim Hempel" <hahadon'tthinkl'mtellingyousomeone'sprivatee-mail@notgettingit.net>

To: <aircraftkiller@cncrenegade.info>

Sent: Wednesday, 30 July, 2003 5:27 PM

Subject: Re: You asked me to mail you, WOL as TankCmdr6

> Of course I remember you! I have downloaded many of your maps and played
> them solo marveling at how well you put them together.
>

> Nice work!
>
> I'd love to help you guys any time you need it. I am afraid I have nothing
> to give by way of maps. I do have some ideas though for some lvls. I was
> actually considering downloading and installing the editor again. Been a
> while since I looked at that.
>
> Do you do any of the skins? I'm not much of an artist. One of the ideas I
> had was to make a 'Mars' map. Set the color pallet for the sky to permanent
> red, make some changes to the skin (not too much needed for Nod), and figure
> out how to adjust gravity to .8. Use the desert landscaping, etc. I dont
> think it would be too hard to do ;)
>
> Let me know what you think...
>
> Tim

Subject: C&C Mars announced
Posted by [Ferhago](#) on Mon, 04 Aug 2003 17:35:57 GMT
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DrasticDRLooks like Battlefield 1942.

But on mars

Subject: C&C Mars announced
Posted by [boma57](#) on Mon, 04 Aug 2003 18:02:40 GMT
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Are you going to affect the gravity?

It's hard to find the right settings for the vehicles, yet still leave them usable.

Subject: C&C Mars announced
Posted by [Ferhago](#) on Tue, 05 Aug 2003 09:09:24 GMT
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If you do tweak the gravity make sure to add some big hills.

I can just imagine the stunts ill be doing now

Subject: C&C Mars announced

Posted by [djlaptop](#) on Tue, 05 Aug 2003 10:26:22 GMT

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Tweaked gravity + recon bikes + ramps = W00T!!!

Subject: C&C Mars announced

Posted by [KIRBY098](#) on Tue, 05 Aug 2003 12:04:48 GMT

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djlaptopTweaked gravity + recon bikes + ramps = W00T!!!

Flying Recon bikes + Ramjet sniping = W000000000000000000000000T!!!!!!!

"Look ma, it's raining n00bs!"

Subject: C&C Mars announced

Posted by [Ferhago](#) on Tue, 05 Aug 2003 12:57:03 GMT

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Killjoy :stern:

Subject: C&C Mars announced

Posted by [boma57](#) on Tue, 05 Aug 2003 15:40:02 GMT

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djlaptopTweaked gravity + recon bikes + ramps = W00T!!!

The problem with low-grav vehicles in Renegade, though, is that if you want to modify them to a point where jumping off a ramp would do anything, they'll be so low-gravity that the wheels don't have good traction on the ground.

You can try increasing the torque and whatever else you want to try, but it still feels like your stuck in the mud when you're driving it.

And in the Humm-Vee/Buggy, you get that horrific wheel-screeching noise...
