
Subject: C&C_Volcano_Flying
Posted by [YSLMuffins](#) on Tue, 05 Aug 2003 21:38:50 GMT
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Well, an inspiration from the Mark Skaggs impersonator has resulted in this. Volcano_Flying just sounded like a great idea, and there needs to be more flying maps out there, but since my three projects I'm working on aren't going to be finished any time soon, I figured that Volcano_Flying would be done in a day's worth of time. And it would help improve my knowledge on the VIS system, and boy, it sure did. :-\

It totalled about 2 days work, most of it was with the manual VIS placement. UGH, lol. That sure was tedious and strenuous, but I hunted down those VIS glitches with a vengeance. It's all done now, IMO, and ready to be released--screenshots are here.

Once I finish the readme and figure out how to upload it on renmaps.com (all the while my firewall is disabled) I'll post an update.

Subject: C&C_Volcano_Flying
Posted by [Halo38](#) on Tue, 05 Aug 2003 22:01:25 GMT
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Nice

I'm a little in the dark about how to get a map on Renmaps?!?! I couldn't even find an email address, I assume if you go to the pits they could help.

Subject: C&C_Volcano_Flying
Posted by [Krazyfoxx](#) on Tue, 05 Aug 2003 22:07:57 GMT
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You really are [b]The goddess of all [bread products] [/b], can't wait to try it out! Thanks!

Subject: C&C_Volcano_Flying
Posted by [boma57](#) on Tue, 05 Aug 2003 22:14:19 GMT
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How'd you deal with the lava? Blockers to prevent people from getting down there, or a damage zone?

Subject: C&C_Volcano_Flying

Posted by [hareman](#) on Tue, 05 Aug 2003 22:15:16 GMT

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I will provide a server for you to test it on I am capable of hosting up to 50 with no problem. If it goes well I will add it to the server rotation

Subject: C&C_Volcano_Flying

Posted by [YSLMuffins](#) on Tue, 05 Aug 2003 22:53:49 GMT

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lol the map is finished, but new ideas from ACK might make this map a "beta"

You can fly down there, but get too close to the lava and you'll blow up. The flowing lava inside the volcano though, I didn't pay too much attention to it.

I need someone to host this map so people can download lol.

Subject: C&C_Volcano_Flying

Posted by [YSLMuffins](#) on Wed, 06 Aug 2003 00:45:12 GMT

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Quote:*****
*****C&C_VOLCANO_FLYING*****

SPECIAL THANKS (CREDIT WHERE CREDIT IS DUE): Abjab, and his W3d converter--I could not have gotten this map idea off of the ground without his tool. =D Dante, for pointing Abjab's converter my way. Aircraftkiller, for his TEMP preset database and string table (although using it meant I had to recreate my own ENTIRE database, which totalled about 50+ items, but the end result was worth it and it slimmed down things =P); the miscellaneous modifications to the game are his doing--I just tweaked things to my personal tastes (these changes include: the Rocket Soldiers of each side how fire homing missiles, various sound changes to the flying vehicles, and many other things that do not show up on this map). And I guess the fake Mark Skaggs, whoever you are, for putting this idea into my head! Sorry if I miss out on anyone, I always remember stuff after the fact =(

Creator: Eric Kearns, but modified by YSLMuffins

The Story: A recent hoax on a new "official Renegade patch" by a fake Mark Skaggs inspired me to enable Flying units on the map Volcano. He mentioned that the patch would contain new maps, one of which was Volcano_Flying. Since it has now been deemed a hoax, I took up on the

New Features: One additional alternative character model for the GDI Volt Auto Rifle and Nod's Railgun.

Unit Improvements: Humvee and Buggy units are now meant to be the anti-aircraft vehicles of the game, with increased firepower. Snipers now do a percentage of their original damage to aircraft (Orcas and Apaches) ONLY AS LONG AS THEIR ARMOR IS STILL UP. The Orca's missiles have been improved with a faster turn rate and the Apache's gun now has a longer range. The MRLS now has a moveable turret, but will only rotate 90 degrees left/right. The Chinook transports are more heavily armored.

Bugs: As far as I know, miscellaneous VIS glitches that I will NOT try to hunt down. It is impossible to hunt down every single one. You might notice tiny VIS glitches if you're bored and not fighting, but in the heat of battle I doubt you will notice them. If you do find a MAJOR VIS glitch that is HUGELY and UNAVOIDABLY noticeable, please let me know. The one in the bunker overlooking the GDI Refinery is irreparable.

Author's notes: The aircraft are meant to go to places inaccessible to ground vehicles and foot soldiers. So why not use that advantage? The tiny opening on the mountain overshadowing both bases might be a hot spot for aircraft or maybe even an "uber-l33t" sniping spot. Using and accessing this area is not intended to be, nor should it be deemed, "exploiting a map glitch." As far as I know, I've covered up every place that aircraft are not meant to enter, including the openings to all of the tunnels and every bunker, but be wary that it could be very easy to lose your aircraft should you get out at a bizarre spot on the map.

Have fun!
--YSL

Subject: C&C_Volcano_Flying
Posted by [Krazyfoxx](#) on Wed, 06 Aug 2003 02:03:25 GMT
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Any luck finding someone to host it yet?

Subject: C&C_Volcano_Flying
Posted by [Vitaminous](#) on Wed, 06 Aug 2003 02:11:39 GMT
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Ask Crimmy, or put it on fileplannet, it'll be ready within' two days.

Subject: C&C_Volcano_Flying
Posted by [Apache](#) on Wed, 06 Aug 2003 02:17:13 GMT
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I would dump it on my server, but it would kill my buddy's internet connection... Ask Crimson, she is probably your best bet...

Subject: C&C_Volcano_Flying
Posted by [YSLMuffins](#) on Wed, 06 Aug 2003 03:12:45 GMT
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I've been trying on renmaps.com--lol even went so far as downloading smartFTP.

I dunno why I couldn't have just e-mailed it to msgtpain...

Subject: C&C_Volcano_Flying
Posted by [Yano](#) on Wed, 06 Aug 2003 03:22:01 GMT
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If you need a website to host the file just let me know

Subject: C&C_Volcano_Flying
Posted by [YSLMuffins](#) on Wed, 06 Aug 2003 04:06:28 GMT
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It's up!!!!

<http://renmaps.com/index.cfm?s=map&map=C%26C%20Volcano%20Flying>

Subject: C&C_Volcano_Flying
Posted by [forsaken](#) on Wed, 06 Aug 2003 06:05:06 GMT
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cool!,,, i'll try it tommorrow , getting some sleep after i dl it

Subject: C&C_Volcano_Flying
Posted by [FRAMER428](#) on Wed, 06 Aug 2003 06:45:17 GMT
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didnt they have volcano flyin back b4 they made the 2 flying maps? i remember having maps like complex and shit with orcas, am i just dreaming or does any1 else remember these?

Subject: C&C_Volcano_Flying
Posted by [kawolsky](#) on Wed, 06 Aug 2003 08:24:13 GMT
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FRAMER428didnt they have volcano flyin back b4 they made the 2 flying maps? i remember having maps like complex and shit with orcas, am i just dreaming or does any1 else remember

these?

you are either dreaming or you were using a mod....

Subject: C&C_Volcano_Flying

Posted by [General Havoc](#) on Wed, 06 Aug 2003 09:07:16 GMT

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Great Work. Even if there was a volcano flying map before it would have been non flying buildingd with no vis generated or flight roof and would make for poor gameplay. Hope to see this map on moonlightshakers or the pitts.

_General Havoc

Subject: C&C_Volcano_Flying

Posted by [Demolition man](#) on Wed, 06 Aug 2003 17:43:13 GMT

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FRAMER428didnt they have volcano flyin back b4 they made the 2 flying maps? i remember having maps like complex and shit with orcas, am i just dreaming or does any1 else remember these?There was but the maps were not optimized to have flying you can fly out off the maps etc

Subject: C&C_Volcano_Flying

Posted by [Majiin Vegeta](#) on Wed, 06 Aug 2003 22:19:32 GMT

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my clan mate dethgogse already made this.. hehehe

Subject: C&C_Volcano_Flying

Posted by [warranto](#) on Wed, 06 Aug 2003 22:26:57 GMT

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FRAMER428didnt they have volcano flyin back b4 they made the 2 flying maps? i remember having maps like complex and shit with orcas, am i just dreaming or does any1 else remember these?

There were some flying mods out that allowed you to gain access to the flying vehicles when you purchased a normal vehicle.

Subject: C&C_Volcano_Flying

Posted by [Fraga](#) on Thu, 07 Aug 2003 01:54:58 GMT

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Subject: C&C_Volcano_Flying

Posted by [Krazyfoxx](#) on Thu, 07 Aug 2003 01:57:42 GMT

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Tried it out ths evening 1-player LAN, very nice.

Subject: C&C_Volcano_Flying

Posted by [YSLMuffins](#) on Thu, 07 Aug 2003 04:27:46 GMT

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I hope I could get another nice server to host it. The games I've had on the pitts were both VERY fast (freak occurrence, I think)--I wasn't there for the first one and the second one was almost WHOOSH.

Anyway, some online testing would be great, before I release the final version.

Subject: C&C_Volcano_Flying

Posted by [Dante](#) on Thu, 07 Aug 2003 07:03:06 GMT

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let me know ysl, and i can hook you up with your own map hosting site for stuff like this with FTP access as well.

you know my info to get ahold of me.
