
Subject: C&C_Bio Testing
Posted by [Halo38](#) on Wed, 17 Sep 2003 20:45:52 GMT
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My first C&C mode map, If you would like to test get it here.

<http://www.laeubi.de/halo38/?cat=maps>

This map is set just before Tiberian Sun around a Nod Bio Tech facility due to the high concentration of tiberium new creatures have appeared sucking the life even further from this already barren environment

Subject: C&C_Bio Testing
Posted by [gendres](#) on Wed, 17 Sep 2003 21:39:36 GMT
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Screenshots, please.

Subject: C&C_Bio Testing
Posted by [maytridy](#) on Wed, 17 Sep 2003 21:53:31 GMT
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Very nice work man.

The GDI base needs some more cool stuff, like those caves in the Nod base.

Also, I fell into that kickass mutant thingy, but i didn't die. You should put a kill zone in it.

Really cool map, can't wait till it comes out.

Subject: C&C_Bio Testing
Posted by [bigejoe14](#) on Wed, 17 Sep 2003 22:11:39 GMT
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Nice map Halo, I like it. I only saw one problem with it. The textures on the roofs of the tunnels have that WS logo on them. Other than that, nice map. And they vein hole is cool.

Subject: C&C_Bio Testing
Posted by [Aircraftkiller](#) on Wed, 17 Sep 2003 22:25:10 GMT
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It's decent. Small, symmetrical, base defenses = Under.

Graphical quality is nice. Gameplay will blow chunks like a motion sick person taking a ride in a F-16C.

Subject: C&C_Bio Testing
Posted by [Ferhago](#) on Thu, 18 Sep 2003 01:11:21 GMT
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Sweet. All your maps rock man.

The veinhole monster is awesome

Subject: C&C_Bio Testing
Posted by [Dante](#) on Thu, 18 Sep 2003 01:18:56 GMT
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yeah, try making a seperate cleanly installed Ren directory and running the pre-release map there, that way you can see all the missing textures that i had

also, try to do some mild compression on the mp3 that you included, should get the filesize down some.

killzone in the monster, but awesome, very original for a Ren map as far as the bio lab area

Subject: C&C_Bio Testing
Posted by [Jaspah](#) on Thu, 18 Sep 2003 01:29:28 GMT
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AircraftkillerIt's decent. Small, symmetrical, base defenses = Under.

Graphical quality is nice. Gameplay will blow chunks like a motion sick person taking a ride in a F-16C.

Riiight.
I haven't tried it yet.

I would like some screenshots before I download, Just to make sure I don't add more Junk to my Hard Drive.

Subject: C&C_Bio Testing

Posted by [Aircraftkiller](#) on Thu, 18 Sep 2003 09:39:33 GMT

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Yeah, "riiight," I haven't a clue of what I'm talking about. Obviously I'm just some random newbie saying gameplay won't be good. I picked this up in the bargain bin yesterday!!

You do realize I've been playing this game for almost two years. I had to suffer through Under and Field during the beta test and I know what makes a level have a choke like that. Sure, there's two entrances per base in this one, but the base defenses will slaughter units as they come through the tight entrances.

But no, I don't know anything. :rolleyes:

Subject: C&C_Bio Testing

Posted by [Halo38](#) on Thu, 18 Sep 2003 10:57:02 GMT

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Yeah, the missing textures and killzones were a last minute my bad, also we're currently making some sounds for the tiberium monster (squelching sounds like the TS viseroids) the skin I made needs some work too.

I planned it so you could get in to the hon and barr and both refineries (via tunnels) as infantry, without being killed by the main base defense. As I just realised that the layout is a bit like volcano whats everyone's feeling on removing the main base defences??

I was thinking of adding more detail to the bases as they seem kind of bare (terrain wise), but, the poly count is already very high.

Edit: I have a busy day today (away from my computer) i don't have time to put up any screen shots. i'll put some up later some time, unless anyone else wants to be a good soul (cheers if you do)

Subject: C&C_Bio Testing

Posted by [pulverizer](#) on Thu, 18 Sep 2003 13:42:42 GMT

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damn good job.

Subject: C&C_Bio Testing

Posted by [Deafwasp](#) on Thu, 18 Sep 2003 18:45:17 GMT

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It has many errors. One such error is the lab in the cave, at least one wall has no collision

settings, so i fell right off the map. Another, you should slowly die, like in a tiberium feild when you fall in the monster. Plus needs a lot more texture work. But it still is a pretty good map idea and shows much effort.

Subject: C&C_Bio Testing
Posted by [Halo38](#) on Thu, 18 Sep 2003 19:17:09 GMT
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Deafwasplt has many errors.

Then what are these many errors you speak of? (tis the point of testing)

Subject: C&C_Bio Testing
Posted by [Aircraftkiller](#) on Thu, 18 Sep 2003 19:21:52 GMT
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Quote:One such error is the lab in the cave, at least one wall has no collision settings, so i fell right off the map. Another, you should slowly die, like in a tiberium feild when you fall in the monster. Plus needs a lot more texture work.

Reading is good for you. Try it, sometime!

Subject: C&C_Bio Testing
Posted by [Griever92](#) on Thu, 18 Sep 2003 19:28:10 GMT
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bigejoe14Nice map Halo, I like it. I only saw one problem with it. The textures on the roofs of the tunnels have that WS logo on them. Other than that, nice map. And they vein hole is cool.

You are seeing the WS logo because you are missing the texture that Halo used, try downloading the Texture pack, and placing it in your Mod tools folder, works for me.

<ftp://ftp.westwood.com/pub/renegade/tools/>

Subject: C&C_Bio Testing
Posted by [bigejoe14](#) on Thu, 18 Sep 2003 20:11:11 GMT
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I would do that, but I do't have the mod tools. Why? Because they are no use to me. I can't map or model or mod. So, no tools for me.

Subject: C&C_Bio Testing

Posted by [Halo38](#) on Thu, 18 Sep 2003 20:53:21 GMT

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AircraftkillerQuote:One such error is the lab in the cave, at least one wall has no collision settings, so i fell right off the map. Another, you should slowly die, like in a tiberium feild when you fall in the monster. Plus needs a lot more texture work.

Reading is good for you. Try it, sometime!

Funny

He said 'many' one would assume he ment more than 2, one which has already been explained and mentioned anyway.

Subject: C&C_Bio Testing

Posted by [Halo38](#) on Thu, 18 Sep 2003 20:54:17 GMT

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bigejoe14I would do that, but I do't have the mod tools. Why? Because they are no use to me. I can't map or model or mod. So, no tools for me.

Don't worry i'll fix it

Subject: C&C_Bio Testing

Posted by [dilbert48](#) on Thu, 18 Sep 2003 21:05:33 GMT

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Halo38

I planned it so you could get in to the hon and barr and both refineries (via tunnels) as infantry, without being killed by the main base defense. As I just realised that the layout is a bit like volcano whats everyone's feeling on removing the main base defences??

You could replace the AGT/Ob with 2-3 guard towers/turrets placed around the base. That would make it a little easier to attack the base.

Subject: C&C_Bio Testing

Posted by [Halo38](#) on Thu, 18 Sep 2003 21:38:38 GMT

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dilbert48Halo38

I planned it so you could get in to the hon and barr and both refineries (via tunnels) as infantry, without being killed by the main base defense. As I just realised that the layout is a bit like volcano whats everyone's feeling on removing the main base defences??

You could replace the AGT/Ob with 2-3 guard towers/turrets placed around the base. That would make it a little easier to attack the base.

I like the idea, but what is everyone else's feelings on it?

Subject: C&C_Bio Testing

Posted by [Jaspah](#) on Thu, 18 Sep 2003 22:11:35 GMT

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AircraftkillerYeah, "riiight," I haven't a clue of what I'm talking about. Obviously I'm just some random newbie saying gameplay won't be good. I picked this up in the bargain bin yesterday!!

You do realize I've been playing this game for almost two years. I had to suffer through Under and Field during the beta test and I know what makes a level have a choke like that. Sure, there's two entrances per base in this one, but the base defenses will slaughter units as they come through the tight entrances.

But no, I don't know anything. :rolleyes:

But did I say that?

Subject: C&C_Bio Testing

Posted by [Ugauga01](#) on Fri, 19 Sep 2003 14:55:29 GMT

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My Suggestions:

-Fix the missing textures.

-Add the Tiberium Silo to each base.

-Add some more details like wooden fences on the ways to other base.

Subject: C&C_Bio Testing

Posted by [pulverizer](#) on Fri, 19 Sep 2003 18:05:30 GMT

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yeah, the part where the harvesters are is a bit boring, maybe you can make the tiberian fields a bit bigger to.

Subject: C&C_Bio Testing

Posted by [Griever92](#) on Fri, 19 Sep 2003 18:14:13 GMT

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overall, a great map. I played it for about 1.5 hours last night.

gj Halo.

Subject: C&C_Bio Testing

Posted by [Blazea58](#) on Fri, 19 Sep 2003 19:32:37 GMT

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I tested this map out earlier and i thought it was very well done. The eye candy is plenty full, and the scenery is ample. I found that having the defences in the bases where they are, is very well planned. If you stand on either side of the rock cave entrance, you can hit the Wf, or the hand of nod.

Everything seemed equal for each team, and i found it very pleasing to see how many new guys were in the extras menu.

Great job on this map.

I also wanted to try the Battle Arena map, but the download wont work, if you can re post that map, it would be great. I like the detail in it with the infantry training area.

Subject: C&C_Bio Testing

Posted by [Halo38](#) on Fri, 19 Sep 2003 19:55:47 GMT

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Blazea58I also wanted to try the Battle Arena map, but the download wont work, if you can re post that map, it would be great. I like the detail in it with the infantry training area.

Yeah, some people are getting that i'll try to get it up soon (something wrong with my winzip).Ill post when it's up

Edit: Those extra characters come with all my maps

Subject: C&C_Bio Testing

Posted by [Blazea58](#) on Fri, 19 Sep 2003 21:22:10 GMT

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Is there any other sites i can grab that map at the moment? i wanted to play it right now, but if not its all good.

Subject: C&C_Bio Testing
Posted by [Deafwasp](#) on Sat, 20 Sep 2003 02:05:50 GMT
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AircraftkillerQuote:One such error is the lab in the cave, at least one wall has no collision settings, so i fell right off the map. Another, you should slowly die, like in a tiberium feild when you fall in the monster. Plus needs a lot more texture work.

Reading is good for you. Try it, sometime!

jeese, sorry Prince AircraftKiller of the Kingdom Renegade.
:rolleyes:

Subject: C&C_Bio Testing
Posted by [Titan1x77](#) on Sat, 20 Sep 2003 06:52:09 GMT
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Maps awesome!!

Can't wait for the final version, to put it to its full test ...32+player servers.

I'll have it up in rotation ASAP.

Let me know when the final is out...hopefully very soon

Subject: C&C_Bio Testing
Posted by [Halo38](#) on Sat, 20 Sep 2003 09:05:55 GMT
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Blazea58Is there any other sites i can grab that map at the moment? i wanted to play it right now, but if not its all good.

Not atm it's 9.2 MB and most of the renegade sites have a 8 Mb limit on uploads I was trying to get it on <http://www.renstation.net> but i don't know what happened to that (i'll do the re-zip today)

Titan1x77Let me know when the final is out...hopefully very soon

It will be a week or two, moving back to uni, life = chaotic for a bit.

Going to redo vis, and I have decided to remove the AGT & OB too.

Subject: C&C_Bio Testing
Posted by [Titan1x77](#) on Sat, 20 Sep 2003 19:53:44 GMT
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No!!!!

AGT and OB are important....if they are removed the map will be over alot quicker.....Base defenses keep a base from getting destroyed to quickly and I think thats what makes a map enjoyable when you can leave the base and not worry about it as much.

Subject: C&C_Bio Testing
Posted by [Ugauga01](#) on Sat, 20 Sep 2003 21:44:21 GMT
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Yeah i think like Titan.

Basedefences are very important and hold fun.

Subject: C&C_Bio Testing
Posted by [Ferhago](#) on Sat, 20 Sep 2003 23:57:25 GMT
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Hehehehehe. Good times

Subject: C&C_Bio Testing
Posted by [Fabian](#) on Sun, 21 Sep 2003 01:35:10 GMT
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Halo38

Not atm it's 9.2 MB and most of the renegade sites have a 8 Mb limit on uploads I was trying to get it on <http://www.renstation.net> but i don't know what happened to that (i'll do the re-zip today)

I'm an uploader for cnc ammo, i think i can bend the 8 mb limit rule if you'd like.

Subject: C&C_Bio Testing
Posted by [Griever92](#) on Mon, 22 Sep 2003 14:45:44 GMT
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Halo38Blazea58ls there any other sites i can grab that map at the moment? i wanted to play it right now, but if not its all good.

Not atm it's 9.2 MB and most of the renegade sites have a 8 Mb limit on uploads I was trying to get it on <http://www.renstation.net> but i don't know what happened to that (i'll do the re-zip today)

Titan1x77Let me know when the final is out...hopefully very soon

It will be a week or two, moving back to uni, life = chaotic for a bit.

Going to redo vis, and I have decided to remove the AGT & OB too.

While your doing that, i found a bug for you to fix. If you fall in the Veinhole, you just tak fall damage, not tiberium, thus, I was stuck in that damn thing for an entire game, as I had used my C4 on the GDI base already. Add the Tiberium damage zone in the Pit... as well as around the Veinhole, as I remember, the crap around those things damaged vehicles as well when they were on it.

Subject: C&C_Bio Testing

Posted by [General Havoc](#) on Mon, 22 Sep 2003 15:10:41 GMT

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Great map overall for an initial release. With a little more work it can be a decent map. Here are some things I suggest:

- Quite a lot of VIS glitches in 3rd person. Noticed some on bridge over bio lab, Obelisk looking out of door, Airstrip looking out of door etc. Just walk around it in different views like suggested in YSLMuffins Vis tutorial, also as ACK said use wireframe to see things that "pop up"

-Disable all collisions on animated objects (tib monster, crystals), this will speed up the game as the server doesn't have to bother tracking the position of these objects.

-Maybe make some of your own DSAPO objects to make some areas more interesting. You can use the "twitch" feature of the objects to make it animate when you shoot it.

-Maybe add fence the the bridge over the bio lab to stop people jumping off.

Subject: C&C_Bio Testing

Posted by [Titan1x77](#) on Tue, 23 Sep 2003 11:55:30 GMT

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General HavocDisable all collisions on animated objects (tib monster, crystals), this will speed up the game as the server doesn't have to bother tracking the position of these objects.

-Maybe add fence the the bridge over the bio lab to stop people jumping off.

couple of great suggestions ...along with the tiberium zone...prehaps a death zone so chem troopers even die down there.

Please release a Base defense version too....that way we have the best of both worlds.

Subject: C&C_Bio Testing

Posted by [Halo38](#) on Wed, 24 Sep 2003 18:14:31 GMT

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It's freashers week @ uni

I've only just read quite a few of the messages, I have already removed the base defences and replaced them with 4 improved nod turret and 4 gaurd towers

Maps with no defences are usually some of the best so it actually promotes winning by base destruction (the way it really should be) and not by points. in all fair ness when was a map with base defences ended by base destruction on a 50 player server you simple don't have a chance...

g2g busy

thanks havoc for the info

Subject: C&C_Bio Testing

Posted by [pulverizer](#) on Wed, 24 Sep 2003 19:31:19 GMT

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do you still need to upload it somewhere? I still have 25 mb on my old host, I can host it if you want.

slayer143@hotmail.com

Subject: C&C_Bio Testing

Posted by [Adavanze](#) on Sun, 28 Sep 2003 12:07:32 GMT

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Is there like some kind of new winzip i need to unzip it?

Edit: ahh, i downloaded it on the second try.

Subject: C&C_Bio Testing

Posted by [gendres](#) on Tue, 30 Sep 2003 09:44:24 GMT

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any updates on this map??

Subject: C&C_Bio Testing

Posted by [snipefrag](#) on Wed, 01 Oct 2003 19:12:38 GMT

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Halo38 has gone back to university, he is still around but i cant give a update on the map. I saw him a week ago because he came home because he had a severe case of food poisoning LOL.
