Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Sun, 05 Oct 2003 20:20:52 GMT
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I've been working on this map for about 2 weeks now and it's really taking shape (but it's nowhere near finished)

The map is set at a GDI Airbase in Tunisia, Africa. The base serves as a command post for GDI Forces in North West Africa.

It's a DM map, but there aren't any purchase terminals, you need to rely on heath and armor spawns. I might convert it to C&C mode

Here's a screenshot of several Orcas in a hanger:

Here's a veiw of the base, those MiGs are just placeholders for some F-15s I need to model:

I had a little fun and made the MiGs flyable. There's a River with Tiberium North of the base:

The building in the second screenshot has an interior:

Subject: C&C Airbase Preveiw
Posted by Ugauga01 on Sun, 05 Oct 2003 21:58:44 GMT
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wow.

very great man

Subject: C&C Airbase Preveiw
Posted by Fabian on Sun, 05 Oct 2003 23:50:47 GMT
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Looks very good and professional. Can't wait!

A second version of my minigunner skin that you are using is available at Ammo, just so you know.

Subject: C&C Airbase Preveiw
Posted by Ugauga01 on Mon, 06 Oct 2003 00:33:53 GMT
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Yeah it looks very professional
Especially the Orcas.
Orcas are my favourite Renegade Vehicle.

Subject: C&C Airbase Preveiw
Posted by Dishman on Mon, 06 Oct 2003 00:54:57 GMT
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I like the ambient feeling of the base, it has a nice sunny African feel... I guess. Then again I haven't run around in it. I also haven't actually been to Africa. >:|

Subject: C&C Airbase Preveiw
Posted by TheMouse on Mon, 06 Oct 2003 04:49:04 GMT
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heh. neither have I.

looks good though. Will those skins be included?

Subject: C&C Airbase Preveiw
Posted by Ferhago on Mon, 06 Oct 2003 12:48:58 GMT
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I sure hope you make some of the vehicles flyable. An airbase without flyable units would be lame.

BTW are you gonna release a mod or map with the ra2 models?

Subject: C&C Airbase Preveiw
Posted by pulverizer on Mon, 06 Oct 2003 13:23:27 GMT
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great job OrcaPilot26 :thumbsup:

Subject: C&C Airbase Preveiw
Posted by gendres on Mon, 06 Oct 2003 13:41:11 GMT

You must include all those models in your map hehe

Subject: C&C Airbase Preveiw
Posted by Adavanze on Mon, 06 Oct 2003 15:45:26 GMT

Wow, that looks awesome, cant wait for a release , you should get a pilot skin for minigunners, ndo miniguner has a mask already so it would be c00le0

Subject: C&C Airbase Preveiw
Posted by brent3000 on Tue, 07 Oct 2003 02:35:39 GMT

yeah looks cool you should be able to get in the orca and then the top cloes down when you get in.

and when do you think you will finish it

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Tue, 07 Oct 2003 19:34:07 GMT

There's definitely going to be some flyable aircraft. Orcas and Harriers.

The Harrier has 2 cannons and anti tank missiles. It's effective against pretty much everything, BUT, After 90 seconds the coolant for the engine is depleted and it begins to overheat. Basically what that means is: You'll be able to fly the thing around for about 2 minutes total before it explodes.

As for that map with the RA2 stuff, I've got the soviet stuff working right but the allied tanks still have problems.

Subject: C&C Airbase Preveiw
Posted by TheMouse on Wed, 08 Oct 2003 16:50:51 GMT

Why not include them all in this map, when you get them to work? You could make a whole "realistic" base.

Subject: C&C Airbase Preveiw
Posted by Adavanze on Wed, 08 Oct 2003 16:55:58 GMT
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Heh, i actually cant wait for the release of this, you should make a collision script so that on physical collision it blows up, that might already be with ren - im not sure.

Subject: C&C Airbase Preveiw
Posted by Jaspah on Wed, 08 Oct 2003 19:11:19 GMT
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AdavanzeHeh, i actually cant wait for the release of this, you should make a collision script so that on physical collision it blows up, that might already be with ren - im not sure.

That'd be cool. If only there was script that doesn't let them go sideways.

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Wed, 08 Oct 2003 20:03:39 GMT
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The Harrier doesn't really handle like an orca or an apache. It's much faster but has a large turning radius. It's already limited enough due to the engine overheating.

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Wed, 08 Oct 2003 23:24:26 GMT
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I'm almost done with the F-15. This won't be flyable

Subject: C&C Airbase Preveiw
Posted by xenneo on Thu, 09 Oct 2003 05:42:37 GMT
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NICE!! Very professial! Do you have a release date or timeframe yet

---

Subject: C&C Airbase Preveiw
Posted by brent3000 on Thu, 09 Oct 2003 06:21:58 GMT
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OrcaPilot26I'm almost done with the F-15. This won't be flyable

dam

Subject: C&C Airbase Preveiw
Posted by gendres on Thu, 09 Oct 2003 13:33:33 GMT
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You are damn good at modeling

Subject: C&C Airbase Preveiw
Posted by Adavanze on Thu, 09 Oct 2003 15:45:03 GMT
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Man, i totally want this mod! Looks so tempting, are you going to release it as .pkg or .mix? Cauz
u should try .mix but call it a mod still.

Subject: C&C Airbase Preveiw
Posted by Titan1x77 on Fri, 10 Oct 2003 03:34:03 GMT
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gendresYou are damn good at modeling

Not only that but,I really like some of his skins.

Could you model a boat for a boat racing mod...something like Cobra triangle?

That game was the best

Subject: C&C Airbase Preveiw
Posted by Aircraftkiller on Fri, 10 Oct 2003 04:12:22 GMT
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OrcaPilot26I'm almost done with the F-15. This won't be flyable

F-15 S\MTD

The Maneuver Technology Demonstrator really isn't what you should be using. If you remember correctly, the only aircraft the GDI had in Tiberian Dawn were the Orca fighter, F/A-18 Hornet, and the A-10A Thunderbolt II.

Put A-10s on the tarmac, instead.

The MTD wouldn't even be in the Tiberian timeline because of the purpose it was created for - it's a technology demonstrator for the F-22's thrust vectoring engines. It would fit in with the Generals storyline.

Subject: C&C Airbase Preveiw
Posted by Adavanze on Fri, 10 Oct 2003 15:27:29 GMT
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I forgot ACK new everything about aircrafts

Subject: C&C Airbase Preveiw
Posted by Ugauga01 on Fri, 10 Oct 2003 16:16:14 GMT
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Yeah. ACK is right.

Put A-10s into the map.

Subject: C&C Airbase Preveiw
Posted by Adavanze on Fri, 10 Oct 2003 17:26:33 GMT
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I think it should have as many as possible, but yeah, im stoopid.

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Fri, 10 Oct 2003 21:50:06 GMT
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I already have a few A-10s. I'm going to keep the F-15s though, IF TD is really the sequal to RA1, who know's what aircraft there would be, if it isn't, maybe GDI would use modified F-15s because they can't get their hands on expensive F-22s (there was an F-22 in a TD cutscene). Of course there's always the F/A-18.

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Sat, 11 Oct 2003 00:47:02 GMT
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just about finished

Subject: C&C Airbase Preveiw
Posted by Cpo64 on Sat, 11 Oct 2003 01:37:05 GMT
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Looks good

Subject: C&C Airbase Preveiw
Posted by brent3000 on Sat, 11 Oct 2003 06:25:23 GMT
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yeah looks great   :bigups:

Subject: C&C Airbase Preveiw
Posted by flyingfox on Sat, 11 Oct 2003 07:17:59 GMT
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Nice work, OrcaPilot.

Subject: C&C Airbase Preveiw
Posted by Ferhago on Sat, 11 Oct 2003 07:34:42 GMT
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About your map with the ra2 models I dont mind if its that buggy. The models and the ability the use them would be awesome.

And thats a awesome harrier. And awesome eagle. But will the orcas overheat and explode too?

Maybe make a map one day with all these new aircraft models but flyable and not exploding. That would rule

---

Subject: C&C Airbase Preveiw
Posted by Aircraftkiller on Sat, 11 Oct 2003 09:01:42 GMT
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OrcaPilot26I already have a few A-10s. I'm going to keep the F-15s though, IF TD is really the sequal to RA1, who know's what aircraft there would be, if it isn't, maybe GDI would use modified F-15s because they can't get their hands on expensive F-22s (there was an F-22 in a TD cutscene). Of course there's always the F/A-18.

There were no F-15 S\MTDs in RA\TD at ALL.

The A-10A and F/A-18 is the safest route, as you seem to be the most nitpicky person I've met pertaining to Renegade being canon.

Go for the gusto and put in UH-60A Blackhawk helicopters, which were also in TD.

Subject: C&C Airbase Preveiw
Posted by Ferhago on Sat, 11 Oct 2003 11:14:01 GMT
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Well I wasnt sure if he wanted this to be in the tiberian dawn era but it seems he does. Why not put in an F-22. I swear I saw one of those in a tiberian dawn cutscene

---

Subject: C&C Airbase Preveiw
Posted by brent3000 on Sat, 11 Oct 2003 11:19:30 GMT
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does any one know if there is any way to get tiberian dawn to work on windows XP

Subject: C&C Airbase Preveiw
Posted by gendres on Sat, 11 Oct 2003 15:09:15 GMT
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there is a patch in Westwood's old ftp

ftp://ftp.westwood.com/pub/ccgold/

i think it's there... its called XP Patch or something like that

---

Subject: C&C Airbase Preveiw
Posted by Ferhago on Sat, 11 Oct 2003 16:39:18 GMT
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My god brent you are the MASTER of going off topic.

Getting back on topic.

Are the orcas gonna have animations when you get into them like the cockpit closing. Or are the flybable orcas going to be somewhere else

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Sat, 11 Oct 2003 18:04:49 GMT
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I just don't think that an F/A-18 would fit in this particular map. Currently I have Orcas, A-10s, F-15s, and Harriers.

 The reason there's harriers is because they're one of the few V/STOL Aircraft that actually exist (I was als able to make the turbine in the engine and the exhaust nozzles work right). I'm considering the possibility of allowing the player to control A-10s and F-15s on the ground only.There's a C-130 on the map, It will have an interior with a few gun emplacements.

Maybe the F-15 S\MTD wasn't the best way to go, but I want to finish this map as soon as possible.

Subject: C&C Airbase Preveiw
Posted by Dishman on Mon, 13 Oct 2003 23:59:47 GMT
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...Side tracking from the current train of thought for a moment.
OrcaPilot26: What program did you use to model the airplanes?

Subject: C&C Airbase Preveiw
Posted by Jaspah on Tue, 14 Oct 2003 00:31:21 GMT
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Dishman...Side tracking from the current train of thought for a moment.
OrcaPilot26: What program did you use to model the airplanes?

3DMAX. :rolleyes:

http://www.discreet.com

Subject: C&C Airbase Preveiw
Posted by kylej03 on Thu, 16 Oct 2003 21:40:30 GMT
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hey orca, the pic of the aircraft, second to last. Is a Harrier, Not an A-10......An A-10 cant hover, only a Harrier can, e-mail me @ kylej03@verizon.net to get more

---

Subject: C&C Airbase Preveiw
Posted by **exnyte** on Thu, 16 Oct 2003 21:58:46 GMT
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kylej03hey orca, the pic of the aircraft, second to last. Is a Harrier, Not an A-10......An A-10 cant hover, only a Harrier can, e-mail me @ kylej03@verizon.net to get more

The A-10 may not be able to hover quite like the Harrier, but it can come pretty close.

Example:
Quote:The A-10, built in the 1970s by Fairchild Industries, skims the ground at lower than 1,000 in altitude, can nearly hover over the battlefield, and spews out almost 4,000 rounds of armor-penetrating bullets per minute. (These are also the weapons coated with depleted uranium that have irradiated so much of Iraq and Afghanistan.) Pilots love the plane because it is easy to fly and safe: the cockpit is sealed in a titanium shell to protect the pilot from groundfire, it has a bulky but sturdy frame, three sets of back up controls and a foam-filled fuel tank.
Info from: http://www.rense.com/general38/a10.htm

Subject: C&C Airbase Preveiw
Posted by **OrcaPilot26** on Thu, 16 Oct 2003 22:27:19 GMT
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What I meant was, there are A-10s on the map, they just aren't in any of the screenshots

---

Subject: C&C Airbase Preveiw
Posted by **Vitaminous** on Fri, 17 Oct 2003 01:30:02 GMT
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j4S[p]Dishman...Side tracking from the current train of thought for a moment.
OrcaPilot26: What program did you use to model the airplanes?

3DMAX. :rolleyes:

http://www.discreet.com

or GMAX :rolleyes:

Subject: C&C Airbase Preveiw
Posted by sloppyjo on Fri, 17 Oct 2003 02:08:28 GMT
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heh...F-22 Raptor my kinda jet.BUT the C-130 will always be my fav.

Subject: C&C Airbase Preveiw
Posted by kylej03 on Fri, 17 Oct 2003 15:08:31 GMT
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Quote:The A-10 may not be able to hover quite like the Harrier, but it can come pretty close.

You idiot an A-10s minimum flying speed is 120 knots which is about 150 mph. That is not close at all. I would know considering i am a weapons loader on them. The Harrier is the ONLY jet that can hover.

Subject: C&C Airbase Preveiw
Posted by General Havoc on Fri, 17 Oct 2003 15:49:21 GMT
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Yeah that information of that website seems just a little far-fetched. There is no way for an A=10 to hover, even a harrier can only hover for 90 seconds without it's engines overheating. Also the stuff about the depleated uranium radiating most of Afghanistan and Iraq is a little far fetched, the uranium is depleted meaning it is not like a nuclear bomb radiation on the ground.

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Fri, 17 Oct 2003 15:52:29 GMT
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kylej03 The Harrier is the ONLY jet that can hover.

Actually the the F-35, Yak-38 and Yak-141 can also hover.

Subject: C&C Airbase Preveiw
Posted by Ferhago on Fri, 17 Oct 2003 16:42:45 GMT
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Harrier is not the only VTOL vehicle out there.

You also forgot to mention the O-100 Orca Fighter, CA 024 Carryall and OB-233 Orca Bomber

---

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Fri, 17 Oct 2003 17:15:05 GMT
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I've ran into a problem. If I attach the JFW_Aircraft_Fuel sript to the harrier, Leveledit crashes
when the level is saved.
  The odd thing is that I did the exact same thing on another map and it works perfectly.I'm pretty
sure both maps have the same scripts version.

Subject: C&C Airbase Preveiw
Posted by m1a1_abrams on Fri, 17 Oct 2003 17:44:01 GMT
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The screenshot of the Harrier hovering over the hangars looks great   ...can't wait to play this map!

I wonder whether you could incorporate your M2 Bradley model into the map somehow? Maybe
have a smoking wreck of a Nod light tank in the desert outside the base?

Personally, I don't think there's any reason why GDI couldn't have F-15s. It is just a game after all,
but somehow I don't think that the units you have access to in Tiberian Dawn represent the entire
GDI armed forces.

Subject: C&C Airbase Preveiw
Posted by Cpo64 on Fri, 17 Oct 2003 19:05:11 GMT
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I had that problem with the disable buildings on zone enter script...

Subject: C&C Airbase Preveiw
Posted by General Havoc on Sat, 18 Oct 2003 12:37:49 GMT
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Yeah It does crash sometimes when saving. Reopen the amp and re add all of the aircraft fuel
sciprts to the objects and that normally fixes it.

Subject: C&C Airbase Preveiw
Posted by Flubber on Sun, 19 Oct 2003 14:34:16 GMT
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I got a question as for the psyics, will the aircraft be custom controlled ? how are u implying these
aircraft due to renegades VTOL aircraft psyics.

Subject: C&C Airbase Preveiw
Posted by Ferhago on Sun, 19 Oct 2003 16:01:43 GMT
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OrcaPilot is a pretty dedicated person. But I dont think giving the harrier custom physics settings in a mix format map is possible

---

Subject: C&C Airbase Preveiw
Posted by Cpo64 on Sun, 19 Oct 2003 17:21:59 GMT
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The harrier is a VTOL aircraft, there for, it will work "fine" in the renegade,

---

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Sun, 19 Oct 2003 21:24:00 GMT
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hmmm, It still crashes when I'm using the Aircraft_fuel script, can't figure out what the problem is.

EDIT: I've isolated the problem to be something within the map, not just a leveledit problem, might have something to do with presets.

Subject: C&C Airbase Preveiw
Posted by Dante on Tue, 21 Oct 2003 22:32:40 GMT
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kylej03Quote:The A-10 may not be able to hover quite like the Harrier, but it can come pretty close.

You idiot an A-10s minimum flying speed is 120 knots which is about 150 mph. That is not close at all. I would know considering i am a weapons loader on them. The Harrier is the ONLY jet that can hover.

mmm, Aircraft Armament Systems Specialist....

i used to be one of those....

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Wed, 22 Oct 2003 22:07:38 GMT
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Well, I did something.... and fixed it. After 90 seconds the harrier's engine overheats and there's a series of explosions that damage it.

Not much left do do now, although I might put purchase terminals in (will be determined through testing)

Subject: C&C Airbase Preveiw
Posted by Ferhago on Thu, 23 Oct 2003 04:05:41 GMT
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droooooool

Must have uber sweet map. Hurrreeeeeeeeeee

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Thu, 23 Oct 2003 21:16:19 GMT
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There's not much left to do for this map:

1.finish building interiors (one more)
2.place weapon/vehicle/startup spawners
3.get flyover scripts/animations to work
4.vis?
5.testing, final bugfixes

I estimate 2 weeks at most, but I don't like to set release dates.

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Sat, 25 Oct 2003 03:46:21 GMT
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Harrier Dogfight:

Engine Overheat:

Subject: C&C Airbase Preveiw
Posted by Cpo64 on Sat, 25 Oct 2003 06:43:53 GMT
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Vis should be rather easy for that map, turrain isn't overly complcated

Its the build time that will, well, take the time, lol.

I recently had a idea, but it is too simular to your map to work on now, mayby I will at a later date.

Subject: C&C Airbase Preveiw
Posted by Beanyhead on Sat, 25 Oct 2003 15:24:53 GMT
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Looks very promising, OrcaPilot.

Subject: C&C Airbase Preveiw
Posted by Jaspah on Sat, 25 Oct 2003 17:22:15 GMT
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Maybe instead of a concrete runway, make a tar runway. It doesn't look good with all of it concrete. "/

Subject: C&C Airbase Preveiw
Posted by Ugauga01 on Sun, 26 Oct 2003 00:28:02 GMT
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Hmmm.

I have seen a mistake.
When you are sitting in the Harrier it shows that you are sitting in an A-10.
Look on the Text under the Ammo-Display.

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Sun, 26 Oct 2003 03:17:12 GMT
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yeah, I know, there's no way to make it say harrier without editing the strings, which can't be done with .mix maps

---

Subject: C&C Airbase Preveiw
Posted by Ferhago on Sun, 09 Nov 2003 18:01:24 GMT
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Im not about to let this thread die.

So how is the map progressing?

Subject: C&C Airbase Preveiw
Posted by Aircraftkiller on Sun, 09 Nov 2003 18:06:25 GMT
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Hurry it up, I'm not going to keep another "this won't ever get finished so we'll spam it" thread in here.

Subject: C&C Airbase Preveiw
Posted by Matt2405 on Sun, 09 Nov 2003 19:39:20 GMT
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So how much longer now to you finish this ace map.....*drool*
I like the way you have done it, soz to ask but is it .pkg or .mix file?
Very proffesional, have you got a release date, i cant wait!

Subject: C&C Airbase Preveiw
Posted by IRON FART on Sun, 09 Nov 2003 20:27:21 GMT
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Looks fantaglismic.

Subject: C&C Airbase Preveiw
Posted by Dante on Sun, 09 Nov 2003 20:27:50 GMT
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j4S[p]Maybe instead of a concrete runway, make a tar runway. It doesn't look good with all of it concrete. "/

not possible, with aircraft taking off and landing they would simply sink into tar (asphalt) runways, that is why most military bases in the united states have asphalt roads, asphalt parking lots, etc... but all cement runways and taxi areas.

Subject: C&C Airbase Preveiw
Posted by IRON FART on Sun, 09 Nov 2003 20:29:18 GMT
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Oh and If you can, try to make the Aircrafts speed up and down more like a hummer. Simply because if it maneuvers like an orca its gonna be kinda sucky.

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Sun, 09 Nov 2003 23:02:29 GMT
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Don't worry, it's almost done, I messed up the .lvl file and now I need to put new weapon spawners in, but pretty much all I need to do is add some graphical finishing touches, and get these flyover scripts to work.

I'm attempting to get a beta version of what I've got now finished tommorow. (anyone interested PM me)

Here's a screenshot of the current map:

Problems:
 I need to know how to make the rocket launcher's missile homing because It's pretty much the only way to easilyytake down a harrier

 Harrier destruction animation not working

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Mon, 10 Nov 2003 01:29:22 GMT
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For once I overestimate something. (The beta version is finished, I'll upload it somewhere tommorow) The C-130 in the map now has an interior, I also beefed up the rocket launcher so each rocket is 40% faster, and does twice as much damage, but needs to reload each shot. I'm also exploring the possibility of a "cockpit" of an aircraft doing more damage in the same fassion of a headshot of a sniper rifle.

Subject: C&C Airbase Preveiw
Posted by Dishman on Mon, 10 Nov 2003 07:12:51 GMT
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Nifty. Good work so far!

Subject: C&C Airbase Preveiw
Posted by Genocide on Tue, 11 Nov 2003 14:57:03 GMT

It Truly Is Amazing!

Subject: C&C Airbase Preveiw
Posted by kopaka649 on Tue, 11 Nov 2003 17:47:00 GMT

SwEET!!! I WANT BETA

Subject: C&C Airbase Preveiw
Posted by Ferhago on Tue, 11 Nov 2003 18:17:12 GMT

Well he is giving beta out freely just ask him.

Anyway the finished one is coming soon or so I here

Subject: C&C Airbase Preveiw
Posted by Matt2405 on Thu, 13 Nov 2003 08:07:09 GMT

Well, can I have a beta please?

Subject: C&C Airbase Preveiw
Posted by gendres on Thu, 13 Nov 2003 15:03:14 GMT

any update?

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Thu, 13 Nov 2003 22:56:48 GMT

Lets see, i made the map boundries bigger (more space) and fixed a few graphical glitches. I'm just starting to make these flyovers to work, release isn't that far away.

Subject: C&C Airbase Preveiw
Posted by maytridy on Thu, 13 Nov 2003 23:11:39 GMT
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Ahhh, I see that you're working on flyovers too! How are you doing it?

Subject: C&C Airbase Preveiw
Posted by gendres on Fri, 14 Nov 2003 00:15:35 GMT
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nice, I'd love to play this map

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Fri, 14 Nov 2003 01:50:21 GMT
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So far I've gotten A-10s to repeatedly fly over by attaching JFW_Timer_Play Cinematic to a dave's arrow, and using the some text files from always.dat.

Subject: C&C Airbase Preveiw
Posted by Ferhago on Fri, 14 Nov 2003 17:51:07 GMT
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COOOOL.

I hope you make a larger airport map later that has even morep planes in it!

I tried to make one myself but I ended up with with giant flat area with crappy plane models that didnt work

---

Subject: C&C Airbase Preveiw
Posted by Matt2405 on Fri, 14 Nov 2003 18:13:34 GMT
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I have tried the map and it seems quit good, just I think you should more aircraft in it, orca's, mybe some humvees and MRLS's to shoot them out of the sky. even better if your having flyovers.

Subject: C&C Airbase Preveiw
Posted by Matt2405 on Fri, 14 Nov 2003 21:43:34 GMT

Any update yet?

Subject: C&C Airbase Preveiw
Posted by laeubi on Fri, 14 Nov 2003 23:18:19 GMT

Matt2405Any update yet?
Well do you see any
Let him take some time... he mit sleep sometimes... or even eat.. who knows?

Subject: C&C Airbase Preveiw
Posted by cowmisfit on Sat, 15 Nov 2003 00:23:40 GMT

WOW im gonna hvae to start checken out this forum way more often. That map looks like is going to be the 1337 r0x0r. GREAT WORK><

Subject: C&C Airbase Preveiw
Posted by Matt2405 on Sat, 15 Nov 2003 01:22:05 GMT

Brillient work, I even winder what its like with more space and flyovers!
Can't wait till the proper release

Quote:WOW im gonna hvae to start checken out this forum way more often. That map looks like is going to be the 1337 r0x0r. GREAT WORK><

Your right, u shoulr check this forum more often.

Subject: C&C Airbase Preveiw
Posted by m1a1_abrams on Sun, 16 Nov 2003 00:19:41 GMT

Wouldn't it look better to have a couple of those F-15s flying over the base (on maneuvers), instead of A-10s?

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Sun, 16 Nov 2003 03:49:31 GMT
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yeah, but these flyovers have got me stumped, I can't figure out how to make them go off randomly.

Subject: C&C Airbase Preveiw
Posted by bigwig992 on Sun, 16 Nov 2003 06:32:35 GMT
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OrcaPilot26yeah, but these flyovers have got me stumped, I can't figure out how to make them go off randomly.

Put 2 AI bots in a smal box room below the map. Attach JFW_Play Cinematic On Death (or something like that) to each of the spawners, and add in some spawn delay and some randomness. It's a far fetched idea, but I'm pretty sure it'd get you random A-10 fly overs.

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Sun, 16 Nov 2003 17:48:41 GMT
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That just might be crazy enough to work!

Subject: C&C Airbase Preveiw
Posted by Adavanze on Tue, 18 Nov 2003 18:12:11 GMT
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I love that phrase, and good work on the mod/map! It looks completly awesome.

Subject: C&C Airbase Preveiw
Posted by Jaspah on Tue, 18 Nov 2003 19:50:27 GMT
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bigwig992OrcaPilot26yeah, but these flyovers have got me stumped, I can't figure out how to make them go off randomly.

Put 2 AI bots in a smal box room below the map. Attach JFW_Play Cinematic On Death (or something like that) to each of the spawners, and add in some spawn delay and some randomness. It's a far fetched idea, but I'm pretty sure it'd get you random A-10 fly overs.

Cruel, but effective, eh?

Subject: C&C Airbase Preveiw
Posted by bigejoe14 on Tue, 18 Nov 2003 21:44:20 GMT
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j4S[p]Cruel, but effective, eh?
I think you mean, "Crude, but effective."

Subject: C&C Airbase Preveiw
Posted by maytridy on Tue, 18 Nov 2003 23:04:01 GMT
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He may be calling the fact that he is murdering (CG) soldiers to trigger a script cruel.

But, I am also trying to get floyovers to work, so I'll test it tonight, I'll let you know how it goes.

Subject: C&C Airbase Preveiw
Posted by IRON FART on Tue, 18 Nov 2003 23:32:31 GMT
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Well, i think you should make the flyovers regularly.
When you are playing the game, you won't really notice when the A10's are flying over.

Or you can have 2 scripts (identical) with the only difference being that at the end of each one, you tell it to play the other script with a certain delay.

eg.

SCRIPT 1:
blahdy blah

<command to link it to script 2 after X amount of time>

SCRIPT 2
blahdy blah

Or of course you can keep adding scripts to get it as varied as you want.
I've seen the commands to repeat, but i forgot where I saw them, and I never knew any of them off by heart.

Subject: C&C Airbase Preveiw
Posted by gendres on Sat, 22 Nov 2003 10:38:12 GMT
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Will this map be releases anytime soon?

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Sat, 22 Nov 2003 13:16:37 GMT
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actually... I'm not really working on it at the moment, have other stuff to do, but I'm going to try tofinish it within the next 2 weeks.

Subject: C&C Airbase Preveiw
Posted by brent3000 on Mon, 01 Dec 2003 20:48:45 GMT
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cool when it is done let me know

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Mon, 01 Dec 2003 21:04:55 GMT
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I can't get these infantry spawners to work (for the flyover thing) The infantry just don't appear.

Subject: C&C Airbase Preveiw
Posted by gendres on Mon, 01 Dec 2003 23:32:29 GMT
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that's odd, what settings have you added to the spawners?

Subject: C&C Airbase Preveiw
Posted by Jaspah on Tue, 02 Dec 2003 03:23:58 GMT
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Why do we need flyovers, though?

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Tue, 02 Dec 2003 20:48:11 GMT
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because no other maps have them

Subject: C&C Airbase Preveiw
Posted by Aircraftkiller on Tue, 02 Dec 2003 22:31:24 GMT
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What it all comes down to is that you can sit there and waste time by wondering how to get some flyovers into your level or you can release it and let people play it now.

What's more important to you?

Waiting on the release for some minor visual effects or letting people play what you've made?

Subject: C&C Airbase Preveiw
Posted by Cpo64 on Tue, 02 Dec 2003 22:37:41 GMT
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What are you trying to use to get them to work?

Subject: C&C Airbase Preveiw
Posted by kawolsky on Tue, 02 Dec 2003 22:38:46 GMT
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AircraftkillerWhat it all comes down to is that you can sit there and waste time by wondering how to get some flyovers into your level or you can release it and let people play it now.

What's more important to you?

Waiting on the release for some minor visual effects or letting people play what you've made?

what he said in a less evil way

Subject: C&C Airbase Preveiw
Posted by maytridy on Tue, 02 Dec 2003 22:50:53 GMT

He just wants OrcaPilot to release the map before he can finish the flyovers. Ack doesn't want OrcaPilot having a cool feature in his map that Ack hasn't done yet.

Subject: C&C Airbase Preveiw
Posted by Cpo64 on Tue, 02 Dec 2003 22:56:28 GMT

But flyovers are so easy... I don't know why its takeing this long, but I don't understand exactly what he is trying to do, so thats why I asked

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Subject: C&C Airbase Preveiw
Posted by Jaspah on Tue, 02 Dec 2003 23:01:03 GMT

maytridyHe just wants OrcaPilot to release the map before he can finish the flyovers. Ack doesn't want OrcaPilot having a cool feature in his map that Ack hasn't done yet.

Wrong.

I'd rather play the map than rather wait for some flyovers that will cause lag.
Maybe you should make a Special Edition version for the one when you get flyovers. Then just a normal one without flyovers.

Subject: C&C Airbase Preveiw
Posted by maytridy on Tue, 02 Dec 2003 23:06:45 GMT

Flyovers will not cause much lag, if any.

Plus, if you want to play the map, get the beta now. :rolleyes: Pretty much all he's doing is working on the flyovers and finishing up.

Subject: C&C Airbase Preveiw
Posted by Aircraftkiller on Tue, 02 Dec 2003 23:17:07 GMT

What do I have to do with this? Don't go crying foul, now - I don't take unwarranted pot shots at you. Keep it up with me and you'll find that you won't have the ability to post here anymore.

Why don't I use flyovers? Probably because no one really cares. Are you going to stare at the occasional jet flying overhead or are you going to worry about the soldiers shooting at you? Fuck's sake, this is a deathmatch level, it isn't some scenic tour of the African desert.

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Tue, 02 Dec 2003 23:21:31 GMT
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The Flyovers aren't really my top priority, personally I think They'd add a lot of atmosphere to the map, but I'm going to release this thing Within a week, flyovers or not.

Subject: C&C Airbase Preveiw
Posted by maytridy on Wed, 03 Dec 2003 01:04:14 GMT
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AircraftkillerWhat do I have to do with this? Don't go crying foul, now - I don't take unwarranted pot shots at you. Keep it up with me and you'll find that you won't have the ability to post here anymore.

You have alot to do with it...

AircraftkillerWhat it all comes down to is that you can sit there and waste time by wondering how to get some flyovers into your level or you can release it and let people play it now.

What's more important to you?

Waiting on the release for some minor visual effects or letting people play what you've made?

kawolskywhat he said in a less evil way

It seems that Kawolsky also took your post in a negative way. When you posted it, I saw it as a slight attack on the fact that he was trying to get flyovers into his map. It's just the way you wrote your post that made me think you were trying to rush him into a release. I think he should work on the flyovers because I think they would add a great "lively" feeling to the map. And yes, I would look at them during a game. If you want to play the map now with no flyovers, you can just get the beta. I personally think they would be really cool and I'm willing to wait for them.

Subject: C&C Airbase Preveiw
Posted by exnyte on Wed, 03 Dec 2003 01:14:19 GMT
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maytridyIt seems that Kawolsky also took your post in a negative way. When you posted it, I saw

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it as a slight attack on the fact that he was trying to get flyovers into his map. It's just the way you wrote your post that made me think you were trying to rush him into a release. I think he should work on the flyovers because I think they would add a great "lively" feeling to the map. And yes, I would look at them during a game. If you want to play the map now with no flyovers, you can just get the beta. I personally think they would be really cool and I'm willing to wait for them.

It doesn't matter what you or Kawolsky think, or how either of you took his statements. It was directed at Orca and his delaying a level simply because it doesn't have all the visual effects. If that is the only reason the thing isn't being released, he is saying release it. The flyovers can be added later... just as ACK does with his levels. I've seen many updated versions of several of his levels. It's funny though, how you have gone on this little tangent about his statement, when all Orca has said is he'll be releasing the level within a week... with or without the flyovers. All of this because ACK made a statement about something that has nothing to do with you.

Subject: C&C Airbase Preveiw
Posted by Jaspah on Wed, 03 Dec 2003 01:28:02 GMT
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Forum split please!

Subject: C&C Airbase Preveiw
Posted by Cpo64 on Wed, 03 Dec 2003 07:09:41 GMT
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Fine, everyone ignore me as usual...

Instead of arguing over this shit, how bout we have a look at the problem, and try and help fix it?

Subject: C&C Airbase Preveiw
Posted by Adavanze on Wed, 03 Dec 2003 18:24:48 GMT
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He said flyovers are not his top priority, so what is?

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Wed, 03 Dec 2003 20:15:11 GMT
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Right now I'm finishing up the building interiors, but I've been trying to figure out how to get the flyovers to work so I won't have to figure it out when I'm done everything else.

Subject: C&C Airbase Preveiw
Posted by maytridy on Wed, 03 Dec 2003 22:43:13 GMT
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Didn't you say that you got the flyovers working, using Dave's Arrow? If so, why don't you just use those?

Subject: C&C Airbase Preveiw
Posted by cowmisfit on Wed, 03 Dec 2003 22:45:11 GMT
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OrcaPilot26Right now I'm finishing up the building interiors, but I've been trying to figure out how to get the flyovers to work so I won't have to figure it out when I'm done everything else.

LOL Cpo64 is offering his services to u dude id say ask him and spare yourself the trouble of getting it to work

---

Subject: C&C Airbase Preveiw
Posted by OrcaPilot26 on Thu, 04 Dec 2003 01:06:28 GMT
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alright then Cpo64, how can I get the flyovers to work...

Subject: C&C Airbase Preveiw
Posted by maytridy on Thu, 04 Dec 2003 01:09:43 GMT
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I got them to work using Dave's Arrow, which you did. Right now I'm working on getting them to follow a waypath. I'll let you know how it works out.

Subject: C&C Airbase Preveiw
Posted by exnyte on Thu, 04 Dec 2003 01:11:04 GMT
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OrcaPilot26alright then Cpo64, how can I get the flyovers to work...

I think he wants you to answer this question first:
Cpo64What are you trying to use to get them to work?

Subject: C&C Airbase Preveiw

Posted by Cpo64 on Thu, 04 Dec 2003 05:44:59 GMT

Yes, that is an answer I want...

There are so many ways of doing it, you could attach a trigger script to a daves arrow, or attach a trigger on enter script to a zone.

There are also other ways, which would you prefer?

Also, are you trying to use ones that came with ren, or makeing your own?