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Subject: Map idea (with a dam)!

Posted by [npsmith82](#) on Wed, 19 Nov 2003 06:02:08 GMT

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Okay, below is a layout of the map idea i've got in my head (please excuse the quality ). I dunno, maybe you'll never see it as great as i imagined it in my head, but please try...

GDI occupies the left side, with Nod opposing them. Everything in the lower half of the image is 100ft or so below everything in the upper. It would be great if it was identicle to the dam in the SP missions (M02.lvl).

GDI/Nod buildings should be equally spread out between the higher terrain, and the lower (just like the power plant at the base of the dam in SP that looks amazing from above).

Both routes above and below the dam have a route to cross with vehicles. Above, you have the dam crossing itself and maybe a rope bridge for infantry. Below, you have a bridge of some sort, or maybe an under passage that goes beneath the waterflow.

I came to a decision that every map that i've seen (with the exception to one), has the base structures grouped together on the same height of terrain. Why not spread them around the local base area on different heights of terrain? C&C\_Glacier has the best structure layout i've seen for a map, but they're all still at the same terrain height.

Think back to Tiberian Sun, if you had the build space in the local area, you were able to construct your base on higher AND lower ground areas.

I personally think the dam level is the most graphically pleasing level in Renegade and deserves to be expanded into multiplayer. If anyone would be willing to create the map, please do so.

I'm only trying to inspire some of you great mapper guys.

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Subject: Map idea (with a dam)!

Posted by [laeubi](#) on Wed, 19 Nov 2003 10:20:44 GMT

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Interesting idea may i find some time for it

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Subject: Map idea (with a dam)!

Posted by [Titan1x77](#) on Wed, 19 Nov 2003 10:57:45 GMT

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on cnc\_high\_noon i raised the defenses above the whole base....due to the walls around the base thats the way it had to be,

Your layout looks nice....reminds me of cnc battle creek....which was hard to defend the base with structures spread apart.

1 question tho....where do you place the WF or AS 2nd level or 1st?....I dont see any way to go between the 2 levels of terrain.

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Subject: !

Posted by [Lynqoid](#) on Wed, 19 Nov 2003 12:01:51 GMT

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one thing, i think i remember being able to gun down the power plant in the mission with a rocket launcher... there might be alot of base to base attacks so just have to watch out for that

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Subject: Map idea (with a dam)!

Posted by [Javaxcx](#) on Wed, 19 Nov 2003 12:06:02 GMT

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/me thinks that someone has been playing too much "Operation: Market Garden" in BF1942.

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Subject: Map idea (with a dam)!

Posted by [laeubi](#) on Wed, 19 Nov 2003 17:51:08 GMT

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And I jsut started with the map

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Subject: Map idea (with a dam)!

Posted by [maytridy](#) on Wed, 19 Nov 2003 23:26:51 GMT

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GRRR!! Please let me use the idea, Laeubi! I was looking for a good idea for my new map, and this is perfect!! Please let me do it!

Great idea for the map, I would LOVE to do it!!

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Subject: Map idea (with a dam)!

Posted by [CnCsoldier08](#) on Wed, 19 Nov 2003 23:55:13 GMT

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you could make my map cause i dunno how.  
[http://www.modding.renstation.net/index.php?s=&\[/url\]](http://www.modding.renstation.net/index.php?s=&[/url])

then go to Map Ideas>Tiberium Volcano

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Subject: Map idea (with a dam)!  
Posted by [npsmith82](#) on Thu, 20 Nov 2003 03:52:49 GMT  
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Maytridy vs Laeubi  
May the best person win

Good luck with making the map you guys. Add plenty of your own special techniques to it and make it a great one.

Thanks.

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Subject: Map idea (with a dam)!  
Posted by [npsmith82](#) on Thu, 20 Nov 2003 03:59:03 GMT  
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One thing that wasn't mentioned in my description, was this...

I think the lower terrain should be the only area allowing vehicles. Infantry take control of the higher ground. This way, it's much harder for vehicles to base2base, than it would be if they were above (think of an MRLS).

Some kinda infantry path leading up and down each side of the dam too.

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Subject: Map idea (with a dam)!  
Posted by [Majiin Vegeta](#) on Thu, 20 Nov 2003 04:34:13 GMT  
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hmm.. defending will be a bit hard.. esp the distance...

maybe you can add some teleporters.. if you can get them working.. in middle of each base

sounds greats.. working lifts? slow them down a bit so it dont lag

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Subject: Map idea (with a dam)!  
Posted by [Titan1x77](#) on Thu, 20 Nov 2003 04:59:44 GMT  
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Subject: Map idea (with a dam)!  
Posted by [Majiin Vegeta](#) on Thu, 20 Nov 2003 14:31:28 GMT  
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ownt?

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Subject: Map idea (with a dam)!  
Posted by [maytridy](#) on Thu, 20 Nov 2003 19:33:15 GMT  
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Laeubi and I are working out a deal.....

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Subject: Map idea (with a dam)!  
Posted by [Jaspah](#) on Thu, 20 Nov 2003 20:08:26 GMT  
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So whats the deal? Half & half?

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Subject: Map idea (with a dam)!  
Posted by [maytridy](#) on Thu, 20 Nov 2003 20:12:26 GMT  
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Not quite sure yet, but as I understand it, I think he's gonna send me what he did so far and I'm gonna finish it.

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