
Subject: C&C FieldTS

Posted by [Aircraftkiller](#) on Thu, 20 Nov 2003 14:10:57 GMT

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I'm doing this in memory of Lynne, put my other projects for RenAlert on hold for her... She loved Field, her favorite level for Renegade that was made by Westwood Studios, so I figured I'd remake it... Since she usually loved the remakes I did.

This one is going to play a lot different than Field did.

Defense\Offense:

All the structures, as usual, have underground conduits attaching one base's structures together... With the exception of the Airstrip.

This is where the infiltrators will have fun. All the "footblockers" that people like to "wallhop" over are gone, so you can run into the Refinery or the Infantry Barracks (Four doors, remember?) and either destroy that building... Or go for the gusto and take out the Advanced Guard Tower or the Obelisk of Light.

No longer will it be "Who can camp the most to win?" but "Who can support their tanks while soldiers try to effectively take out enemy structures?"

The only structure that isn't connected, because it isn't possible, is the Nod Airstrip. This is an advantage in a sense... You can't lose your Airstrip to a conduit attack.

Various graphical improvements have been made... Usual Refinery\AGT\WF\Barracks\Hand\Airstrip texture improvements, ground textures\mountain textures are different and are tiled better, so a pebble on the ground isn't twice the size of your head... River was fixed up a bit, bunkers were changed slightly, waterfall has mist flowing around it when it slams into the river, plus spray coming off of it where the water falls down...

The textures are more defined, so you can actually see the roads that make up Field, instead of everything looking almost the same.

No more ghey spawn point in the Hand of Nod, either!

GDI Infantry Barracks has bunk beds in it, on the second floor, with a GDI logo on the blankets...

Might be done within a day or two...

Subject: C&C FieldTS

Posted by [Try_lee](#) on Thu, 20 Nov 2003 17:33:04 GMT

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Will this be changed to the same time of day as the original field?

Subject: C&C FieldTS

Posted by [npsmith82](#) on Thu, 20 Nov 2003 18:01:31 GMT

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Looks pretty fabulous Jon.

I kinda agree with Try_lee, it should stay as a night time map.

Subject: C&C FieldTS

Posted by [Blazer](#) on Thu, 20 Nov 2003 18:08:32 GMT

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Wow that looks cool! Field is one of my favorite maps too. The landscape looks really nice, thanks Aircraftkiller. About the airstrip, couldn't you make the elevator on it go underground to give it a second level?

EDIT: Oh yeah please do a remake of Under

Subject: C&C FieldTS

Posted by [kawolsky](#) on Thu, 20 Nov 2003 19:22:46 GMT

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allot of people will download this....especially coz its in memory of such a good person

Subject: C&C FieldTS

Posted by [Deactivated](#) on Thu, 20 Nov 2003 19:57:32 GMT

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kawolskyallot of people will download this....

Except n00bs...

Subject: C&C FieldTS

Posted by [bigjoe14](#) on Thu, 20 Nov 2003 20:16:24 GMT

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Niceness.

Subject: C&C FieldTS

Posted by [CnCsoldier08](#) on Thu, 20 Nov 2003 22:16:04 GMT

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wow ack thats great...i think t should stay daytime so much cooler looking

Subject: C&C FieldTS

Posted by [Aircraftkiller](#) on Thu, 20 Nov 2003 22:49:53 GMT

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I don't want to keep it daytime... The entire point of remaking a level is just that, remaking it to be something familiar, yet different.

I'll get more images up as I finish the Nod base and prepare to release it.

Subject: C&C FieldTS

Posted by [Majiin Vegeta](#) on Fri, 21 Nov 2003 01:32:27 GMT

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BlazerWow that looks cool! Field is one of my favorite maps too. The landscape looks really nice, thanks Aircraftkiller. About the airstrip, couldn't you make the elevator on it go underground to give it a second level?

EDIT: Oh yeah please do a remake of Under

very good idea

Subject: C&C FieldTS

Posted by [maytridy](#) on Fri, 21 Nov 2003 01:44:43 GMT

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Yeah, I was thinking that too. Kinda like the elevator in C&C_Mars, except this one only goes down.

Subject: C&C FieldTS

Posted by [npsmith82](#) on Fri, 21 Nov 2003 02:44:18 GMT

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AircraftkillerI don't want to keep it daytime... The entire point of remaking a level is just that, remaking it to be something familiar, yet different.

Surely you meant "i don't want to keep it night time"?

The original map was at night and you've changed it to daytime.

Unless you're still planning to change it to night...

Subject: C&C FieldTS
Posted by [Aircraftkiller](#) on Fri, 21 Nov 2003 03:37:30 GMT
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Yeah, you got me there... My mind was wandering.

Subject: C&C FieldTS
Posted by [IRON FART](#) on Fri, 21 Nov 2003 04:20:30 GMT
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I'm wondering how it would look in mid-late evening.
19:00-20:00
Or even 18:00.

Not like a Pitch black dead-of night map like how Field is now.
And a partial moon would be a nice touch too.

Subject: C&C FieldTS
Posted by [CnCsoldier08](#) on Fri, 21 Nov 2003 04:30:45 GMT
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so then you are making it daytime???

Subject: C&C FieldTS
Posted by [Deafwasp](#) on Fri, 21 Nov 2003 05:35:53 GMT
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Hmmm..... I will reserve my judgement for the release.

Subject: C&C FieldTS
Posted by [Renx](#) on Sat, 22 Nov 2003 04:10:09 GMT
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That looks awesome , ack. Will you be able to get up to the loft in the barn now?

Subject: C&C FieldTS

Posted by [Ferhago](#) on Sat, 22 Nov 2003 07:31:06 GMT

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Or maybe hiding in the river. That would be nice too. I know technically there are blockers to keep idiots from driving into the river but cmon it would be so much fun

Subject: C&C FieldTS

Posted by [TheMouse](#) on Tue, 25 Nov 2003 03:51:18 GMT

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BlazerEDIT: Oh yeah please do a remake of Under

YES! PLEASE DO THAT!

Subject: C&C FieldTS

Posted by [Aircraftkiller](#) on Tue, 25 Nov 2003 04:28:40 GMT

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I'm finishing it up as I write this... Visibility solve is done, player spawners are done, etc...
