
Subject: C&C_CTFCY - Released
Posted by [Beanyhead](#) on Wed, 26 Mar 2003 02:27:27 GMT
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Map Name: CTFCY.mix
Time of Day: Early Morning, around when the sun should be coming up in a hour or so.

Here's some screenshots, I really put my heart into this map so I hope you like it. We've beta tested for about 2 days straight on a public server, so I believe that any bugs that were in it are now out.

<http://www.cnchq.com/CTFCY%20Screens/screen1.jpg>
<http://www.cnchq.com/CTFCY%20Screens/screen2.jpg>
<http://www.cnchq.com/CTFCY%20Screens/screen3.jpg>
<http://www.cnchq.com/CTFCY%20Screens/screen4.jpg>
<http://www.cnchq.com/CTFCY%20Screens/screen5.jpg>
<http://www.cnchq.com/CTFCY%20Screens/screen6.jpg>
<http://www.cnchq.com/CTFCY%20Screens/screen7.jpg>
<http://www.cnchq.com/CTFCY%20Screens/screen8.jpg>
<http://www.cnchq.com/CTFCY%20Screens/screen9.jpg>
<http://www.cnchq.com/CTFCY%20Screens/screen10.jpg>

You can download this map at: <http://www.cnchq.com/CTFCY.zip>

I hope that you like it, I had a fun time making it.

Subject: C&C_CTFCY - Released
Posted by [Deafwasp](#) on Thu, 27 Mar 2003 23:01:33 GMT
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Kind of nice actually. But the flags used are ugly.

And where are both flags?

(Im not saying this is the case, but I hate it when people use SP buildings and dont add much to it. Like in the CY you could add a forklift and some crates in the main hangar, and in most of the rooms that are empty at least SOMETHING!)

Subject: C&C_CTFCY - Released
Posted by [Havocman](#) on Thu, 27 Mar 2003 23:06:14 GMT
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We are sorry but the file CTFCY.Zip is corrupted and can't be Extracted.

Subject: C&C_CTFCY - Released
Posted by [Hellweed](#) on Thu, 27 Mar 2003 23:24:22 GMT
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hmm... I just downloaded it and it worked for me. :mrgreen:

Subject: C&C_CTFCY - Released
Posted by [General Havoc](#) on Fri, 28 Mar 2003 00:13:01 GMT
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Use Taximes flags, they are much better and if you add bones and animate them then they look really cool. If anyone does want to know how to animate flags then go to <http://www.nodnl.net> and see my tutorial.

_General Havoc

Subject: C&C_CTFCY - Released
Posted by [bigwig992](#) on Fri, 28 Mar 2003 00:20:28 GMT
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Hmm, so that's why you needed Taximes flags from eh? Nice...

Subject: C&C_CTFCY - Released
Posted by [Beanyhead](#) on Fri, 28 Mar 2003 02:47:20 GMT
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Well, I added Tax's and it crashed my level, so I'm not quite sure. BTW: I added some props, that's screenshots of the 1.00 version, current version is 1.03 (we betaed it and I added a few things).

Subject: C&C_CTFCY - Released
Posted by [Deafwasp](#) on Fri, 28 Mar 2003 03:33:16 GMT
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Ok, just tried it on own in a 1 player game. It is pretty good, and I like how you have thate tower outside and when you get to the top there is an orca crashed into the mountain. And there are some other good points.

But.....

In the map you have the CY hanging in the air on at least one corner, and you have hedgehogs all mushed together with an invisible blocker. Could have just put a concrete wall or something

better. A rock maybe. Also inside you should allow more space between the hummers, and there is a couple places where the grass mesh comes through the wall in the building. And one of the tires in the tire stack is halfway in the wall.

These are little errors you could easily fix, but also point out the fact that you are impatient. You should take the time and fix these little bugs. Oh and change the flag.

The biggest problem, and this was the same problem the Hand of Nod CTF had.....Only one way to and from each flag. There should be multiple paths to the nod/gdi areas. Or else everyone just keeps meeting at one point and fragging each other. Which makes it not much more than a DM.

You could allow access to the other side of the building and add some sort of alternative way of getting around. Or at least something to solve the pinch point problem.

But I think its a good map, a good try. I really hope you take my advice.

Subject: C&C_CTFCY - Released
Posted by [bigwig992](#) on Fri, 28 Mar 2003 03:46:26 GMT
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Yes, what he said. I still have to download the map too .
But, reading through the thread reminded me, maybe i could make a "steal the egg" CTF for the chicken mod :rolleyes: . I love making pointless things.

Subject: C&C_CTFCY - Released
Posted by [Beanyhead](#) on Fri, 28 Mar 2003 16:32:47 GMT
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DeafwaspOk, just tried it on own in a 1 player game. It is pretty good, and I like how you have thate tower outside and when you get to the top there is an orca crashed into the mountain. And there are some other good points.

But.....

In the map you have the CY hanging in the air on at least one corner, and you have hedgehogs all mushed together with an invisible blocker. Could have just put a concrete wall or something better. A rock maybe. Also inside you should allow more space between the hummers, and there is a couple places where the grass mesh comes through the wall in the building. And one of the tires in the tire stack is halfway in the wall.

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But I think its a good map, a good try. I really hope you take my advice.

1. Do you realize how hard it is to get the CY to be perfectly aligned?
2. I can't very easily edit the CY and make different doors, etc.
3. A concrete wall? Just coming out of nowhere?

Thanks, for your suggestions and I'll try to work on them, but I thought of these when I first made the map and there was no real easy way to fix them.

Subject: C&C_CTFCY - Released
Posted by [Deafwasp](#) on Fri, 28 Mar 2003 17:33:18 GMT
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Um, its not hard at all to allign any building. You just count the number of sides the building has, then make a plane with so many verticies and cut a hole in it with enough sides to match the building. Then you line up the sides to the building by copping and pasting the verticies XYZ coordinates. Wont take but a few minutes.

That is the way I know to do that. And I guess if your not that good of a modeler it is difficult :rolleyes:

Again, about new doors and things of that nature, I guess you need to have some modeling skills.....

A concrete wall? Well that was one suggestion. And that isnt a big stretch of the imagination.

Subject: C&C_CTFCY - Released
Posted by [Beanyhead](#) on Fri, 28 Mar 2003 17:53:34 GMT
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No, I'm not a good modeler

Subject: C&C_CTFCY - Released
Posted by [Rich\[HN\]](#) on Fri, 28 Mar 2003 17:57:30 GMT
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This map is good, set in a Con Yard letting you go outside.. go sniper spots.!

Subject: C&C_CTFCY - Released
Posted by [Deafwasp](#) on Fri, 28 Mar 2003 19:17:33 GMT
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Sniper spots arent usefull if there are a thousand trees in the way.

Also, Did you put the Barracks and HON things in there so peeps can buy characters?
