
Subject: Re: C&C_Dust_Storm_Redux_V2.mix
Posted by [R315r4z0r](#) on Thu, 28 Sep 2006 20:23:48 GMT
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Thank you Halo, that is the exact kind of post I was looking for.

And I can build off of it.

Btw, thanks for the Good things you said about it in the enhancement points, and the art part, cause most of the stuff there, is what I was aiming for.

Ok, now onto the rest. The first comment in the Ditermental points is to replace the Wf with the Barr.

I was actually thinking of doing that. But as I said before, I wanted to do a remake of the old version, so that I didn't want to change the key buildings.

So I decided, I would make a new map (with the AI tanks, cause I loved it so much) and to make it barranks vs hand.

I am glad to hear that that idea might work out better than I hoped.

You said that the battle was too easily won. I couldn't agree more with you.

I tryed so many things to make it harder. But the Neo_Vehical_AI didn't work to capacity. I had set vehicals to use certain weapons for certain targets... but it had no such luck. For example, the AI Mammoth tank was supposed to use its cannons for Vehicals, and Rockets for Infantry and Air Vehicals.

The other vehicals without rockets weren't supposed to shoot in the air, cause I left that field on 0 (Neither primary or secondary fire)

But.. they still all attacked, and still all used primary fire.

And If I added more vehicals... it would of been low on FPS. (Which is the reason there isn't as many Infantry bots. Tanks bots, believe it or not, consume a lot less FPS than Inf bots. That is why I was able to include so many without the frame rate dropping too drasticly. (The low frame rate is because of the inf that are there, and some of the vehicals)

About the recon bikes, you said they didn't attack.. really They seem to run chase me down in vehicals all the time... lol

Like this one time I was a GDI apc, I was pelted with a few artillery shots, and dropped to like 23 hp, so I drove off the battle field. Then When I thought I was in a safe place, I turn the camera around, and a reconbike is gaining. It got close then fired a rocket into the back of the vehical, then drove past me. Then going at full speed, it skidd and turned around then Head shotted me with another rocket.

I was all like "OMG HAX" lol. But your the second person who has said the recons don't fire. Could it be something with the scripts?

Ok, another thing you said was vehical health, ammo, and respawn time. It is funny you should mention that. You see, notice the map name has a "V2" at the end, meaning Version 2. Version 1 was a private release on another forum. There the vehical healths were normal, the respawn times were 2-3 times longer than they are currently, and the ammo was the same. (Also there weren't as many vehicals)

The problem that I faced with the respawn times was that, once the battle ended between a bunch of vehicals. They would take a long, long time for the battle to start up again. And since they had died at different times, they would spawn individualy. So Say GDI killed the Nod tanks, from then on another Nod tank would spawn, and wonder its way into the battle. But since I had to use M03_Base_Patrol, they went very slow, and had to wait untill they got into possision. And the GDI tanks would destroy them before they were able to fire back.

So the fix was:

- Add more vehicals
- Lower the respawn times
- Kick up the health for vehicals

And yes, I tryed many scripts for way paths, but they cancelled out Neo_Vehical_AI, and once I entered the battle ALL tanks (GDI AND Nod) Shot at me!

I admit, I made it too easy to find the secret stuff. (Has anyone found the hidden weapon spawner?)

Another point you bring up that I was concidering. Music. It turns out that there IS music in the map, but you don't realize it. The music is the wind blowing. Cause normaly, the weather like rain and wind die out after a while. So I figured I would fix it up to always have the wind blowing.

I also didn't want any other music on the map, cause the stuff I tryed didn't fit, and also cause I liked the natural feel to it.

So yea... thats the deal with the music

Tunnal shortcut. If you ever played the Old version of the map, the tunnall was used a lot. The old version had about 20 bots on both sides, and The tunnall was used a lot. And Although I was thinking to remove it, I didn't want to. (Plus it is fun to drive the recon bike through it)

(Lol, now that I look at it, the complementing thing on the back of the buildings was a little dumb... lol)

Anyway, thank you for that post, it allowed me to clear somethings up, and also I liked the way you posted it.

(Btw, I was talking to another person who played the map, and they said the fix for the vehical limit worked. So what I am going to do, and for those who it doesn't work for, check to see if you have the latest Scripts.dll

I believe that maybe the problem. If it is, the vehical limit will automaticly be set to 20 vehicals, thus you won't have to put the command in)
