
Subject: Just a thought

Posted by [flyingfox](#) on Thu, 01 Jul 2004 15:57:52 GMT

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Have any of BHS considered modifying the WW maps themselves?

What I mean is, after these fixes have been done, we might lose some tactics such as jumping from the bridge on canyon over the barbed wire to the barracks. This idea might not go down well, but have you thought about adding new passageways or anything like that?

For example, expanding bases like the back of the bases on City. Or expanding the barracks side wall on Canyon to give people more leeway to take out enemy tanks in the field. Really just things that make the game more enjoyable, but nothing that would ruin gameplay.

What I'd like to focus on are things that give a losing team a disadvantage. Such as minimal attack routes to get rid of offending vehicles and characters. Consider all the levels. How about C&C field. There's only 1 way in and out of each base. Things start to suck when 1 team is pinned in their base and can't break free because their team just doesn't have the co-operation and ingenuity. What if you were to add an alternate route INTO the field. I know there's a waterfall, but that's only for infantry and artillery often pound the way out. What if.. and this is just theoretical.. you were to add a tunnel big enough for vehicles, but not mammoth tanks, somewhere around the weapons factory for GDI. It could be in full view of the base defences to prevent the enemy team from using it to their advantage. It could start from just left of the front of the base, and lead out from inside the hill on the left in the field. Nod would have just as much chance using it to attack as they would the front, but it would help people flank the enemy and break out of their hold. A similar passage could be placed in the Nod base. They would also be beneficial to teams attacking because people tend to get bored pounding just 1 place all the time and would have to focus on 3 including the waterfall.

I only want to focus on things that would make the game better and more enjoyable for both sides. You probably won't be doing this anyway so this post was probably a waste of time.

Subject: Just a thought

Posted by [DanSolo](#) on Mon, 05 Jul 2004 14:16:21 GMT

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I would argue against this, as if it weren't enough taking away the ramp jump on mesa (a perfectly valid tactic, which off-sets the arty-tech-cave advantage). In doing this you would run the risk of turning a perfectly good map into a piece of crap. There are plenty of tactics to get out, if you are trapped. What don't need is another tunnel filled lagfest such as glacier.

Subject: Just a thought

Posted by [flyingfox](#) on Thu, 08 Jul 2004 18:59:26 GMT

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There aren't enough tactics to "escape" on some levels -- that's the whole point. I agree that messing around with any level, especially one that has been in use for a long time, is running the risk of ruining it. But it could also make the level better for everyone, and make people more inclined to play.

As far as glacier goes, I'd say that's a model level bar the FPS issues. Using the tunnels and other routes, you can actually perform proper flanks instead of having to constantly run at vehicles and get slaughtered every time. It allows you to put each unit's strengths to a higher level. For example, on Field, often if you try flanking field vehicles someone will be hanging around in the tunnel doing nothing productive except killing people. Or, some sniper will be in the field, all too glad to pick you off. Or another vehicle might even spot you. It's usually really difficult because if you even make it to the waterfall, you have to navigate around the side nearest the enemy base where someone could easily be coming out of. Not only that, the journey down from the waterfall is very thin and doesn't serve as any protection.

In glacier, that doesn't happen so often; as you have more freedom in where you can go. I'd like a level like field to have just that, instead of being forced to die over and over and over no matter what approach you take.

If the .lvl files for the official levels are still available somewhere, I'll mess around with them a bit and maybe show you what I mean in more detail. That is, if I can learn how to make spaces in tunnels.. :oops:

Subject: Just a thought

Posted by [ghostSWT](#) on Fri, 09 Jul 2004 10:21:08 GMT

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DanSolol would argue against this, as if it weren't enough taking away the ramp jump on mesa (a perfectly valid tactic, which off-sets the arty-tech-cave advantage).

OMG how can you even say that. Ramp jumps are the cheapest thing you can do on mesa, get a buggy early in the game with 2 eng (while gdi is attacking the harvy) ramp jump, drive to the ref and.... GDI ref is destroyed

Arty-tech-cave advantage? what about the MRLS-hoty-cave counter?

Subject: Just a thought

Posted by [Dan](#) on Fri, 09 Jul 2004 11:57:40 GMT

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I think we should leave them how they are. They were designed different to each other so that each map would be unique, and if there were 2+ ways in/out of bases, then it would ruin the gameplay of the map and the map tactics would be generally the same.

Subject: Just a thought
Posted by [Renx](#) on Fri, 09 Jul 2004 12:58:38 GMT
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Well in TD not every bsae was enclosed in a cave, or in a canyon, ect...

But that's how Renegade is, and if people want to change that then that's what fanmaps are for. I really don't see any point in editing the maps that way.

and of course if they did...people would bring up the usual bullshit "OmGH AK U TRI TO MAK RENGAE LIEK RENALURT!!1!"(since not every level takes place inside a canyon...)
