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Subject: C&C Marsh BETA Released  
Posted by [Sanada78](#) on Fri, 24 Sep 2004 23:27:04 GMT  
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Finally got it done. Thanks to Zunnie for allowing me to use his FTP.

[http://downloads.fanmaps.net/maps/sanada/C&C\\_Marsh\\_BETA.zip](http://downloads.fanmaps.net/maps/sanada/C&C_Marsh_BETA.zip)

This is the only screenie I can be bothered to do.

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Subject: C&C Marsh BETA Released  
Posted by [Vitaminous](#) on Fri, 24 Sep 2004 23:33:58 GMT  
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Downloading, I'll post what I think about it later.

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Subject: C&C Marsh BETA Released  
Posted by [Spice](#) on Fri, 24 Sep 2004 23:43:24 GMT  
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Edit:Nevermind I will post screens.

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Subject: C&C Marsh BETA Released  
Posted by [Spice](#) on Sat, 25 Sep 2004 00:17:08 GMT  
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Ther we go. What I thought of the map , It is very good. I need's just a bit of work , like the water flucuating very strangly... Try these settings:

Matieral Editor:  
Properties:  
Surface Type: Water Permeable  
Pass Count: 2

Pass One:  
Vertex Matieral:

Opacity: 0.8  
Translucency:0.0  
Shininess: 0.0

Stage 0 Mapping:  
Type: Linear Offset  
VPerSec=0.00

Shader:  
Blend Mode: Alpha Blend

Textures:  
Stage 0 Texture:  
Select you water texture then Hit display

Pass One:  
Vertex Matieral:

Opacity: 0.8  
Translucency:0.0  
Shininess: 0.0

Stage 0 Mapping:  
Type: Linear Offset  
VPerSec=0.00

Shader:  
Blend Mode: Alpha Blend

Textures:  
Stage 0 Texture:  
Select you water textrue then Hit display

Pass Two:  
Vertex Matieral:

Opacity: 1.0  
Translucency:0.0  
Shininess: 1.0

Stage 0 Mapping:  
Type: Bumpenv  
BumpScale=0.1  
BumpRotation=0.1  
VPerSec=0.04

Shader:

Blend Mode: Add

Textures:

Stage 0 Texture:

bump\_water

Stage 1 Texture:

Water\_Reflect

Another thing , Your character can walk under the water.

<http://www.n00bstories.com/image.fetch.php?id=1081557533>

Maybe put a damage zone for characters or raises p the ground mesh below it.

Other than those thing I noticed it's really good and feel's like a marsh. Great Job.

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Subject: C&C Marsh BETA Released

Posted by [Sanada78](#) on Sat, 25 Sep 2004 00:26:13 GMT

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Thanks for doing more screens.

The water effect does look a bit cheesy, but I wanted to try something different from the bump-map water effect.

Prolly will rase the ground in the water so you don't go under.

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Subject: C&C Marsh BETA Released

Posted by [Aircraftkiller](#) on Sat, 25 Sep 2004 02:08:13 GMT

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Doesn't work, just crashes upon viewing the terminal you spawn at.

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Subject: C&C Marsh BETA Released

Posted by [icedog90](#) on Sat, 25 Sep 2004 02:15:06 GMT

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Maybe you're missing a file? It worked for Exdeath.

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Subject: C&C Marsh BETA Released

Posted by [Vitaminous](#) on Sat, 25 Sep 2004 19:37:02 GMT

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It worked for me too.

Style: it looks like Oasis which you made a while ago.

Bug: You can bug the Nod Obelisk in tunnels,

Bug: You can get on top of both Tiberium Silos.

Bug: Vis errors in the tunnels.

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Subject: C&C Marsh BETA Released

Posted by [Naamloos](#) on Sat, 25 Sep 2004 21:09:26 GMT

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A good map but a some texture errors, both silo's are black and missing a parts, this way i can see trough the map.

The "moving" water animation shows only 2 water textures.

The tunnels are to small, you can't even see anyone comming... or hurt your head when you jump... good to get a hart attack once a n00b havoc comes around the corner

Many options for infantry, but that makes SBH overpowered(with weapons spawning), make em cost 600/800.

And destroying a CY with 1 techie/hotie is imposable, it will keep 10% of it's health... but is that good or bad?

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Subject: C&C Marsh BETA Released

Posted by [Toolstyle](#) on Sat, 25 Sep 2004 21:26:10 GMT

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I liked it; it's a great map.

The textures for the Silos worked for me.

It's a good thing that a Hotty or Techy can't take out the CY by themselves, promotes teamwork.

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Subject: C&C Marsh BETA Released

Posted by [Naamloos](#) on Sun, 26 Sep 2004 09:04:14 GMT

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The silo's are black AFTER you first enter a vehicle...

Edit: The GDI CY MCT seems to have to same problem as with the silo's, i don't know about the Nod one tho...

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Subject: C&C Marsh BETA Released  
Posted by [Alkaline](#) on Sat, 09 Oct 2004 22:10:44 GMT  
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You need to update your repair script, use the one like titan & neosaber is using instead of the gdi one.

currently this map, we saw the infamous floating electricity and disappearing mines.

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Subject: C&C Marsh BETA Released  
Posted by [Chronojam](#) on Sat, 09 Oct 2004 23:36:03 GMT  
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Why does this remind me of Glacier?

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Subject: C&C Marsh BETA Released  
Posted by [xptek](#) on Sun, 10 Oct 2004 22:29:51 GMT  
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Probably because they use the same repair scripts.

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Subject: C&C Marsh BETA Released  
Posted by [Aircraftkiller](#) on Sun, 10 Oct 2004 22:42:40 GMT  
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He was referring to the styles of bridge, rock formations, and the way the level is designed in general.

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Subject: C&C Marsh BETA Released  
Posted by [xptek](#) on Sun, 10 Oct 2004 23:54:40 GMT  
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Alright, thanks for clearing it up.

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Subject: C&C Marsh BETA Released  
Posted by [Sanada78](#) on Tue, 12 Oct 2004 11:04:17 GMT  
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Alkaline You need to update your repair script, use the one like titan & neosaber is using instead of the gdi one.

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currently this map, we saw the infamous floating electricity and disappearing mines.

I would've done it if I knew which one it was and how to use it, but didn't know about that until after I released this.

I'll fix it, along with some other glitches I've noticed then release it as BETA2.

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Subject: C&C Marsh BETA Released  
Posted by [Alkaline](#) on Tue, 12 Oct 2004 19:48:46 GMT  
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Ask Titan how he did the repair script in scripts.dll 1.3 for his Cairo map.  
Titan is usually very helpfull.

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Subject: C&C Marsh BETA Released  
Posted by [Slash0x](#) on Fri, 22 Oct 2004 05:49:30 GMT  
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Sanada78AlkalineYou need to update your repair script, use the one like titan & neosaber is using instead of the gdi one.

currently this map, we saw the infamous floating electricity and disappearing mines.

I would've done it if I knew which one it was and how to use it, but didn't know about that until after I released this.

I'll fix it, along with some other glitches I've noticed then release it as BETA2.  
If you have a repair pad in your level, make sure you building your land "over" the 0,0,0 position. That will hide the fact it's there. Hope that helps (lol, and good luck moving all the points, spawn points, and vis, cannot forget about our friend the "vis" ).

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