Subject: Renegade Alert: Tweek's Mappack
Posted by Chronojam on Sun, 17 Oct 2004 01:48:33 GMT
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http://www.prtnetwork.net/tweekbee/Maps/Tweek'sMappack.rar

Tweekbee has finished updating his maps and getting them ready for Renegade Alert .9932. Feel free to host a server to try them out, once I return to college I'll put a 16 or 20 player one up that plays these maps. However right now I'm at home on my 2mbps connection, so I can't do that kind of thing =P

Subject: Renegade Alert: Tweek's Mappack
Posted by Vitaminous on Sun, 17 Oct 2004 02:21:35 GMT
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AWESOME!

Subject: Renegade Alert: Tweek's Mappack
Posted by Kabill on Sun, 17 Oct 2004 02:23:34 GMT
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Downloaded, I have a 4 person server up for the time being.

Subject: Renegade Alert: Tweek's Mappack
Posted by sibilla6 on Sun, 17 Oct 2004 02:53:24 GMT
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Not Found
The requested URL /tweekbee/Maps/Tweek'sMappack.rar was not found on this server.

Additionally, a 404 Not Found error was encountered while trying to use an ErrorDocument to handle the request.

Subject: Renegade Alert: Tweek's Mappack
Posted by Vitaminous on Sun, 17 Oct 2004 03:46:34 GMT
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There's something I'd like to say... HIS MAPS LACK FOLIAGE.

Subject: Renegade Alert: Tweek's Mappack

Posted by Chronojam on Sun, 17 Oct 2004 04:11:14 GMT
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But they rock in terms of design and concept =P

New download link!

http://chronojam.ghostcellclan.com/tweekmaps.rar

Subject: Renegade Alert: Tweek's Mappack
Posted by ChEmWaRsS on Sun, 17 Oct 2004 04:30:03 GMT
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Thx for the new link Chrono

Subject: Renegade Alert: Tweek's Mappack
Posted by CnCsoldier08 on Sun, 17 Oct 2004 04:44:17 GMT
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Original link works too now...

And, I like you too Aprime

Subject: Renegade Alert: Tweek's Mappack
Posted by Kicken on Sun, 17 Oct 2004 04:46:52 GMT
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Awsome.   In my opinion, aside from lack of cover, his maps are BETTER that Ak's.

Subject: Renegade Alert: Tweek's Mappack
Posted by Aircraftkiller on Sun, 17 Oct 2004 04:49:27 GMT
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Don't go there. I'd rather keep my opinions of this stuff to myself rather than start talking about them because of your idiocy.

Subject: Renegade Alert: Tweek's Mappack
Posted by Kicken on Sun, 17 Oct 2004 04:50:48 GMT
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Dont let me stop you.

First of all, he's got a long way to go before this stuff is really going to be considered final in my eyes. The terrain is way too open, there is almost nowhere to hide. It's reminiscent of Titan and his garbage game levels he just kept throwing out over and over, trying to hit a bull's eye with his eyes blindfolded.

The trees aren't used properly. Snow covered pine trees should not be in an area with temperate level design. I should be able to drive my tanks on a lake's shore, not be stopped the moment I'm about to enter the sand. In some areas the blocking of vehicles is completely absurd, 40 meters away from the water and my tank is being stopped by nothing.

There isn't enough texture usage, along with that there isn't enough foliage.

Several levels are just nonsensical. The only one I honestly liked the design of was that pacific one and it still needed a lot of work in order to be called complete. He needs to focus on doing basic things first before trying to do five game levels. You don't start driving a car before you learn how to walk and use a toilet.

The designs need more of a sense of direction. They lack intelligible landmarks that allow you to figure out where you're headed to.

The bases are almost always too large. Red Alert structure placement was within two cells for a reason - if they are spaced too far apart, infantry and vehicles have a really long response time in dealing with threats to the base. I shouldn't have to take a minute to get from one side of the base to the other in every game level.

Tree backdrops should be hidden by trees and should only be visible up-close when absolutely necessary. Several of his attempts at tree backdrops are good tries but need to be placed much further back with actual trees\forests making them seem more natural.

All I can say is that it looks like you're only trying to find a way to attack me instead of making him create better game levels. He is the only candidate from this community that I would consider hiring for game level design at this point in time, and you're not fucking helping me want to get him to join us when you blindly praise him and make him think his work "roxxors your boxorz" with your lameass fake praise.

Fuck off lamer, and help him learn.

Congrats, you restated most of what i said was bad about the levels.

Subject: Renegade Alert: Tweek's Mappack
Posted by Aircraftkiller on Sun, 17 Oct 2004 05:10:15 GMT

"aside from lack of cover" is not an in-depth report of what he needs to do and learn from.

As I said, fuck off lamer. If you're going to help him learn, do it.

Subject: Renegade Alert: Tweek's Mappack
Posted by sniper12345 on Sun, 17 Oct 2004 06:59:13 GMT

Well, some people refuse to learn, if you know what I mean...

Subject: Renegade Alert: Tweek's Mappack
Posted by icedog90 on Sun, 17 Oct 2004 07:11:29 GMT

Not bad, though I agree with Aircraftkiller's advice.

Besides the fact that the bases are too large, I like how you got creative with the base setups.

Subject: Renegade Alert: Tweek's Mappack
Posted by Naamloos on Sun, 17 Oct 2004 11:13:55 GMT

Like omg 18 minutes remaining!

Long live 56k! God and creator of lag!

Ill say what i think of it once i get the chance to play em.

Subject: Renegade Alert: Tweek's Mappack
Posted by m1a1_abrams on Sun, 17 Oct 2004 11:46:51 GMT

Most of the terrain itself looks pretty good in my opinion. The problem with these maps is that they're too ambitious and complicated. On one of the maps the Allies have three separate bases, which will be really hard to defend... and giving the Soviets three Tesla Coils in close proximity to each other is just crazy. He has the ability to make nice looking, realistic terrain (a few unnatural looking angles and dodgy vehicle blockers notwithstanding), but the layout of the maps need more thought in terms of the gameplay being balanced and fun to play online.

That said, I thought there were some nice little touches like the way that the rocks are piled up on top of each other in some places. The underwater cavern is a cool idea on the naval map, but I don't think it was realised very well. The top of the peak above water looks nice in the distance though. At first I thought that it would be an unreachable piece of scenery, since it's too far away to be of any strategic importance.

Subject: Renegade Alert: Tweek's Mappack
Posted by Naamloos on Sun, 17 Oct 2004 12:39:41 GMT
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The terrain ends to fast, you can see the map borders everywhere. Bad texturing on many places. Vehicles often get stuck near water. Flying walls and base defences on final bericade. Flame towers shoot at the apaches on final bericade. There is a AP mine inside on of the civ buildings on <forgot map name>, the one with a boat... i thought you also sead that that boat did something... but once on it i could only jump in the water... Also on that map there are 3 ALLIED trucks inside a structure, this would give the soviets free points if they destroy them, make em unteamed.

Also some terrain errors... like inside the civ building on ivory wasteland, you can walk trough the enterior decorations there

However i think they are worth hosting in a server, i am sure it will be fun

---

Subject: Renegade Alert: Tweek's Mappack
Posted by glyde51 on Sun, 17 Oct 2004 17:05:30 GMT
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I'm hosting it too, tell me how long it takes to download it though...

Download Here

I want to test out how long it takes to download stuff on my server.

Subject: Renegade Alert: Tweek's Mappack
Posted by xptek on Sun, 17 Oct 2004 17:19:46 GMT
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Hint: Too long.

Subject: Renegade Alert: Tweek's Mappack
Posted by glyde51 on Sun, 17 Oct 2004 17:20:45 GMT
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Really? How long? Give me a more specific time....

Subject: Renegade Alert: Tweek's Mappack
Posted by xptek on Sun, 17 Oct 2004 17:23:25 GMT
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About 40kb/s.

Subject: Renegade Alert: Tweek's Mappack
Posted by Sir Phoenixx on Sun, 17 Oct 2004 17:50:19 GMT
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Quote:Awsome. In my opinion, aside from lack of cover, his maps are BETTER that Ak's.

Quote:Congrats, you restated most of what i said was bad about the levels.

Lol. The only thing Aircraftkiller said that was in any way similar to anything you said was a single sentence.

Quote:The terrain is way too open, there is almost nowhere to hide.

Only one sentence out of about 20-25, yeah all he did was restate what you said. :rolleyes:

Subject: Renegade Alert: Tweek's Mappack
Posted by glyde51 on Sun, 17 Oct 2004 18:17:19 GMT
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You sure scamp? My website testers say about 2 minutes.... I have only one on cable though, i'll get on it. Thanks Scamp

---

Subject: Renegade Alert: Tweek's Mappack
Posted by glyde51 on Sun, 17 Oct 2004 18:51:26 GMT
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psst... here's the temporary one.... Temporary

The other one is the permanent one, once that co.nr server is up....

Permanent

Subject: Renegade Alert: Tweek's Mappack
Posted by CnCsoldier08 on Mon, 18 Oct 2004 02:50:34 GMT
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Credit Goes To....

I would like to thank Neosaber, who helped me when I had trouble in making these maps work right.

I would also like to thank Bigwig992, as he helped a lot on the Apache Strikes in Final Barricade.

Also, I would like to thank all those awesome testers, who helped me find loads of small bugs.

Thanks Guys.

Subject: Renegade Alert: Tweek's Mappack
Posted by Jorge on Mon, 18 Oct 2004 03:02:38 GMT
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I agree with some of your points, like the invisible barriers around the water and the snow capped tree's on the temperate maps and the tree backdrops, but here are somethings I either need explaination on or I don't agree with.

AircraftkillerSeveral levels are just nonsensical.
Explain.

AircraftkillerThe designs need more of a sense of direction. They lack intelligible landmarks that allow you to figure out where you're headed to.
Use the compass, thats what its there for. If you start in the Northeast corner of the map, logically, head Southwest and you have a large chance of finding the enemy. RA_Stormy_Valley, RA_Alpine_Lake, RA_Pacific_Threat, RA_Final_Barriacde and RA_Allied_Assualt all have bases in sight of one another, or just nearly out of sight. RA_Ivory_Wastelands is a very large map and is meant to be dark and have limited vision, as well it's reproduced from its RA counterpart. RA_Assualt_Seamist is basically a symetrical map, so if you cannot find the enemy base, you are either blind or dumb.

Quote:The bases are almost always too large. Red Alert structure placement was within two cells for a reason - if they are spaced too far apart, infantry and vehicles have a really long response time in dealing with threats to the base. I shouldn't have to take a minute to get from one side of the base to the other in every game level.

Then kill the enemy before he gets there! Most of these maps are very large, and gives you plenty of time to counter the enemy before they even reach the base. The base on Alpine Lake is

---

barely, if not the exact same size, as the one on Shallow Grave in terms of area of its main structures. Its walls cover a large area, as its their purpose, to defend alot of ground. And that whole minute-to-walk-across-base thing is a blatant exaggeration. At the very most, from Refinery to the War Factory on Alpine Lake, which has the largest base area , is 15-20 seconds, and much less if you are in a vehicle. Ivory Wastelands also has a large base, but a heavily defended one, and along with that there is a Construction Yard, and the fact that it is a large map, giving you more than ample time to counter any rush before it gets close to your base, it becomes fairly simple to defend your base from threats.

m1a1_abramsOn one of the maps the Allies have three separate bases, which will be really hard to defend... and giving the Soviets three Tesla Coils in close proximity to each other is just crazy. The Soviets lose those Coils by Scripted Longbow strikes. The Coil closest to the Allied Barracks dies after 5, and can be prevented by the destruction of the Allied Barracks/Radar outpost, the Coil closest the War Factory/Service Depot outpost dies after 10 mins, and can be prevented by destruction of the War Factory outpost. The third is destroyed after 15 minutes, and is prevented by the destruction of the Refinery/Silo Outpost.

The Allies have thick defenses for all of their outposts, and because they lack V2's, they can be more difficult than you would realize to kill with Heavy/Mammoths, along with the Pillboxes that make short work of any infantry, makes them hard to break through, which should give you plenty of time to reach them.   And .9935 Defenses become smarter, and the Turrets will attack the feet of soldiers (according to AK) so it will take away that weakness the turrets have right now of being literally defenseless agaisnt Infantry.

NaamlosThe terrain ends to fast, you can see the map borders everywhere.
Rephrase that, the way its worded doesn't stick out to me. Are you saying that the map borders are too close in or too far out? The only map that the map border I say is too far out is Pacific threat, because you can see the edge of the map, but that is the only one. I don't see any reason as to why they would be too far in, so what exactly did you mean on that one?

NaamloosThere is a AP mine inside on of the civ buildings on <forgot map name>
Thats because there are mines layed through out the map. Both AP and AT. If you notice that is a dirt floor, so it doesn't mean its unnatural for people to plan mines in there as a surprise for their enemy.

What do I like about these maps?

I love the way the Transport brings the Allied reinforcements in. Tweek did a great job with making it appear a Transport brought the units in without it actually doing so.

Final Barricade, the Longbows are a great touch. Kudos to Bigwig992 for that.

Good job on the Naval Map, alot of room, probably bring out a much more enjoyable Naval experience than Shallow Grave (which isn't a bad map, but it isn't a very good one for a Navy).

All the other maps I hope will be balanced and enjoyable with a large server (If Crimson would be nice enough to host a fanmap server with these maps *cough**cough*)

Subject: Renegade Alert: Tweek's Mappack
Posted by CnCsoldier08 on Mon, 18 Oct 2004 04:48:05 GMT
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Here are descriptions of each map...

Allied Assault: Allies have just landed on the beach, you ahve crates and a small comand post, to give you supplies. You're objective is to destroy the entire Soviet Base. You recieve vehicles brought in by transport every 6 minutes or so. As Soviets, you must defend, you win the game after 30 minutes

Final Barricade: Allies have three Outposts, Soviets have three tesla Coils, coincidence? I think not. Every five minutes a scripted longbow strike comes in and destroys one of the Telsa Coils. The only way the soviets can prevent this is by destroying the corresponding Outpost. The Barracks\Radar goes with the coil nearest that outpost. That War Factory\Service Depot goes with the Coil next to the Refinery, and the Refinery Outpost goes with the Middle Coil.

Stormy Valley: Pretty much a just a CnC mode map, with Aircraft, and a scripted storm comes in. There are unteamed AP and AT mines throughtout the map, so watch for those.

Pacific Threat: Naval map with a vast Ocean, No defenses, Soviets recieve cash from a mixed field, Allies from normal ore, but the soviet filed is a greater distance away and at a greater risk of attack.

Assault Seamist: the Soviets have 12 minutes, and all their technology to destroy the allied Radar Dome, which is being used to guide a huge fleet of Destroyers through the heavy storm. If they destroy it in time, they win, If not, they lose. Allies have no War Factory, but have quite a few starting vehicles.

Alpine Lake: Just another CnC mode map, Ore Mienrs gather from Mixed fields, map has Missile Silos.

Ivory Wastelands: Large snow map, full technology, Missile Silos. soviets have two tesla Coils.

Subject: Renegade Alert: Tweek's Mappack
Posted by Naamloos on Mon, 18 Oct 2004 10:17:29 GMT
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Quote:NaamlosThe terrain ends to fast, you can see the map borders everywhere.
Rephrase that, the way its worded doesn't stick out to me. Are you saying that the map borders are too close in or too far out? The only map that the map border I say is too far out is Pacific threat, because you can see the edge of the map, but that is the only one. I don't see any reason as to why they would be too far in, so what exactly did you mean on that one?

With map "border" i mean the edge of the terrain, once you drive/walk again a blocker you can

see "bleu hell" from there.

The terrain past the blockers should be larger.

And about those mines, i found only 1 AP mine so i thought this was not ment to be :oops:

Edit: And btw, my name is Naamloos, not Naamlos :rolleyes:

Subject: Renegade Alert: Tweek's Mappack
Posted by Jorge on Mon, 18 Oct 2004 11:45:46 GMT
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I know what your name is, I just forgot to hit the 'o' twice.

Subject: Renegade Alert: Tweek's Mappack
Posted by idebo on Tue, 19 Oct 2004 19:15:24 GMT
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Yay! I waited for this!

Subject: Renegade Alert: Tweek's Mappack
Posted by drunkill on Tue, 19 Oct 2004 22:30:51 GMT
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The mines were my idea!

 Yeah great maps tweek, it was fun testing them, now we need a large server with them up, and lots of people to get them.

Subject: Renegade Alert: Tweek's Mappack
Posted by idebo on Thu, 21 Oct 2004 08:11:00 GMT
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So eeh, what was the secret about the lake in Stormy Valley? You said something about it.

And I like Final Barricade the most, since the Soviets really need teamwork to get rid of the Lonbow strikes (wich I like very much). Altough they should be able to buy V2's. I had a difficult time destroying the Allied defences..

Subject: Renegade Alert: Tweek's Mappack

Posted by drunkill on Thu, 21 Oct 2004 08:25:29 GMT

Thats the point, it's ment to be hard, so no V2's for them.

and the surprises aree the nutral mines, AT and AP mines...

Subject: Renegade Alert: Tweek's Mappack
Posted by Phil162 on Thu, 21 Oct 2004 17:10:36 GMT

sweet maps