Subject: C&C_Flooded
Posted by JeepRubi on Wed, 21 Sep 2005 23:04:59 GMT
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I have just finished my first map. Its is basicly in the middle of a desserty basin thing and it has been raining for days so both bases have about a foot of water in them (nothing to do with new orlands).

you guys can test it and id love to get it in the ubber map pack or something like that.

```
File Attachments
1) C&C_Flooded.zip, downloaded 204 times
```

Subject: Re: C&C_Flooded
Posted by Oblivion165 on Wed, 21 Sep 2005 23:33:19 GMT
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Foot of water in the desert.......

Eh, could be fun.

Subject: Re: C&C_Flooded
Posted by Lijitsu on Wed, 21 Sep 2005 23:51:15 GMT
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Downloads.* Could be fun. Hope to see it in my favorite server if it's good enough to make it.

Subject: Re: C&C_Flooded
Posted by Dr. Lithius on Thu, 22 Sep 2005 01:05:56 GMT
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Your map sucks!!

. . .is what I would say if it did. But it doesn't. No, this map, simple in concept, is pretty spiffy, but it's not without its bugs. Check it. . .

Okay. First of all, there seems to be a strip of land West of the Nod Airstrip is apparently elevated

up. To the end of the Hand of Nod, the player flatly walks on top of the water, instead of splish-splashing about ankle-deep. I first noticed this because when I bought a Buggy, the Buggy didn't wanna sink.(Don't worry, though. The rest of the water, as far as I know, is fine, except for something I'll get to in a minute.)

You also somehow put a Spawn Spot in the Tiberium Refinery. Specifically, in the wall that has a Perchase Terminal to the North and the Master Control Terminal to the East. There's absolutely no way out other than to suicide.

Speaking of which, I don't know if this was done on purpose or not, but both Tiberium Refineries can be climbed upon on the side with a 45° slant. This isn't possible in most other maps.

Timed C4, Remote C4, and Proximity C4 stick to the surface of the water as opposed to under it. They also leave scorch marks on the water when they explode. While funny, I'm certain that isn't what you were going for. Or maybe it was, considering how hard it would be to see sunken Remote C4. . .

You didn't put Razor Wire on the sandbags in front of the GDI Infantry Barracks. Players can climb around on the sandbags if they want.

And finally, the water is just too damned bright inside and out. Where's the shading? The water should be slightly darker.

Wait, one more. No flying vehicles? This map is large enough to there flying vehicles would be awesome. Especially in that mesa in the middle with the two highly clostrophobia-inducing tunnels.

Edit: Sorry, forgot to mention. Grenades bounce off the surface of the water if you shoot them close enough to yourself.(Like they would on dry land.)

Just figured you should know. It's a pretty awesome map, otherwise. I dig it.

Subject: Re: C&C_Flooded
Posted by JeepRubi on Thu, 22 Sep 2005 01:06:37 GMT
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Oblivion165 wrote on Wed, 21 September 2005 18:33Foot of water in the desert.......

Eh, could be fun.

in the dessert the ground is packed hardly and when it really rains it can cause massive floods. this is what the map is based on.

Subject: Re: C&C_Flooded
Posted by Spice on Thu, 22 Sep 2005 07:14:53 GMT
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Cool concept. The map itself, looks ugly. No offense at all, you are still learning and it is by far great looking for your first map. Here is a tutorial I made a long time ago. It might be of some help.

http://www.renegadeforums.com/index.php?t=msg&goto=11414 6&rid=1729#msg_114146

I hope to see you spiff it up some.

Subject: Re: C&C_Flooded
Posted by reborn on Thu, 22 Sep 2005 10:32:30 GMT
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Jeep Rubi wrote on Wed, 21 September 2005 19:04

you guys can test it and id love to get it in the ubber map pack or something like that.

If you fix the spawn location in the tiberian refinary and fix any other bugs that are brought up here, then consider it a gaurantee

---

Subject: Re: C&C_Flooded
Posted by Dr. Lithius on Thu, 22 Sep 2005 10:37:33 GMT
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You mean like the ones I mentioned? Seriously, that's all I could find without trying super-hard. Just random things I noticed. I bet rockets leave scorch marks on the surface of the water, too. Edit: No, they don't. Rockets go right through the water perfectly.

Found another couple.

There aren't any pedastals in either base! While I personally like the idea of maps where Pedastal Victory is forcefully disabled, it goes against the general rules of map-making.
There's a spawn spot on top of the Tiberium Refinery on Nod's side. I guess you purposely made it so people could wander around on top of the Refineries afterall. This isn't a glitch, in that case, but worth mentioning.
Back to glitches. . . GDI's Weapon Factory has a spawn spot that spawns you on the inner walls of the structure, much like the Nod Refinery spawn spot. The only way out is to drink from the Mississippi. But since you can't do that, then you must die by suicide.

Subject: Re: C&C_Flooded
Posted by JeepRubi on Thu, 22 Sep 2005 12:28:15 GMT
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Joseph Collins wrote on Wed, 21 September 2005 21:05Your map sucks!!

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Okay. First of all, there seems to be a strip of land West of the Nod Airstrip is apparently elevated

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Edit: Sorry, forgot to mention. Grenades bounce off the surface of the water if you shoot them close enough to yourself.(Like they would on dry land.)

Just figured you should know. It's a pretty awesome map, otherwise. I dig it.

with the water thing i made its so the projectiles contact the water instead of passing thru it so that bullets make a spash but there is no way that i know of to make other things to pass thru it. Just pretend the mines are floating. And for the elavated area west of the strip its actually the airstrip that your walking on but not touching the part under the water were it makes the splash sound so i dont know what i can do about that.

Ill get to fixing the bugs once im done school.

oh and for the flying thing, if someone could tell me how to make invisible walls i could do it.

thanks for telling me were the bugs were.

Subject: Re: C&C_Flooded
Posted by Oblivion165 on Thu, 22 Sep 2005 14:56:48 GMT
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Jeep Rubi wrote on Wed, 21 September 2005 21:06Oblivion165 wrote on Wed, 21 September 2005 18:33Foot of water in the desert.......

Eh, could be fun.

in the dessert the ground is packed hardly and when it really rains it can cause massive floods. this is what the map is based on.

Yeah i know they have floods, but you have to admit, you never hear:

"Oh man, i was out in arizona last week and my kid drowned."

all being said, the only map of mine people said they like was C&c_Sniper_Islands2.mix

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Subject: Re: C&C_Flooded
Posted by Chronojam on Thu, 22 Sep 2005 15:37:50 GMT
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C&C_Katrina.. somebody make it =D

Subject: Re: C&C_Flooded
Posted by Dr. Lithius on Thu, 22 Sep 2005 16:08:21 GMT
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Ooh. I'd play that. I seriously would. If it was really, really well-made, it'd be my most favorite map ever. I really, really dig ruination, devestation, and flooding. Combining all three into one map that mirrors an actual occurence? Joygasmic.

(. . .boy, did that ever make me sound like a heartless jerk. XD)

Subject: Re: C&C_Flooded
Posted by JeepRubi on Thu, 22 Sep 2005 16:11:42 GMT
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Joseph Collins wrote on Thu, 22 September 2005 03:37You mean like the ones I mentioned? Seriously, that's all I could find without trying super-hard. Just random things I noticed. I bet rockets leave scorch marks on the surface of the water, too.
Edit: No, they don't. Rockets go right through the water perfectly.

Found another couple.

There aren't any pedastals in either base! While I personally like the idea of maps where Pedastal Victory is forcefully disabled, it goes against the general rules of map-making.
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---

can you describe a bit more were the spawn glitch is in the wf cause i cant find it.

i found the one in the ref though.

nvm found it

Subject: Re: C&C_Flooded
Posted by bigwig992 on Thu, 22 Sep 2005 19:03:01 GMT
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You can make invisible walls (and a cieling) for flying maps by creating the mesh for the wall, then in the W3D tools (where you set the collision settings) look for a check box that says 'Hide'.

Subject: Re: C&C_Flooded
Posted by JeepRubi on Thu, 22 Sep 2005 20:22:01 GMT
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thanx

and i am also gunna add a bunker to either side of the mesa looking over thr bases

---

Subject: Re: C&C_Flooded
Posted by JeepRubi on Fri, 23 Sep 2005 01:30:27 GMT
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srry 4 the double post but i need to know how to make it a flying map. i think i cand get it thru level setting but everey time i go to it my comp freezes. is there any way to do it other than that?

Subject: Re: C&C_Flooded
Posted by Spice on Fri, 23 Sep 2005 06:46:11 GMT
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You know what? Everytime I go to level settings Level edit crashes for me. Odd, I've never had this problem before, but yes the option to enable flying vehicles in under the level settings.

Subject: Re: C&C_Flooded
Posted by Naamloos on Fri, 23 Sep 2005 10:12:45 GMT
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To stop LE from crashing at opening level settings, go to your LevelEdit.exe(MFC) and disable virtual themes in the properties menu.

I'm not exactly sure how it's called in english but it should be like that.

Subject: Re: C&C_Flooded
Posted by JeepRubi on Fri, 23 Sep 2005 12:32:04 GMT
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thanks it worked ill give you guys the fixed version soon

Subject: Re: C&C_Flooded
Posted by Dr. Lithius on Fri, 23 Sep 2005 13:06:06 GMT
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Freaking awesome. I can't wait for the next version.(Hey look! A positive post from me!)

Subject: Re: C&C_Flooded
Posted by Ma1kel on Sat, 24 Sep 2005 16:07:17 GMT
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I would make the map bigger, lose the GTs and 2 of the back Turrets and use the Obelisk/AGT. And use more different textures. The layout needs to change a bit too. But for the rest it's okay.

Subject: Re: C&C_Flooded
Posted by JeepRubi on Sun, 25 Sep 2005 17:09:15 GMT
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ive tried the agt and ob but i diddnt like it so i replaced them with towers and turrets.

ok im done the next version changes are:
-ref spawn bug fixed
-wf spawn bug fixed
-2 bunkers added overlooking each base
-flying vehicles added

its now too big to do over the foruums so i need some1 that has a website to host it 4 me.

Subject: Re: C&C_Flooded

Posted by [danpaul88](#) on Sun, 25 Sep 2005 17:32:38 GMT
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put it in a zip file, cuts it down to about quarter of the size

feel free to send it 2 me, I can upload it on lmsbc webspace.

My email / msn is dannypepsipaul@ntlworld.com

Subject: Re: C&C_Flooded
Posted by [danpaul88](#) on Sun, 25 Sep 2005 22:39:09 GMT
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Uploaded it. Feel free to download it from
http://www.lmsbc.com/downloads/renegade/maps/c&c_flooded .zip

EDIT:
Had a quick run around it, a couple of comments;

1) The tunnels are a bit small, perhaps widen and heighten them a bit, so you can get more than one person next to each other (would make for some interesting battles though)

2) Not sure if you modified the settings for turrets, but they seemed awfully easy to kill with a Gunner, or is it just because I am used to avoiding tanks, infantry and obleisk line of sight while I kill them normally? lol

3) Maybe make the water depth greater in some places than others, and puddles between the bases and on the cliff? Seems a little unrealistic with flat terrain and a sudden dip.

Otherwise a nice little map, rofl @ the airstrip runway poking out of the water! A really good idea for a map

BTW, I agree, the AGT and Obelisk would ruin the map, the cliff would be almost useless with the AGT / Obelisk shooting up at you, and due to the map layout it would be difficult to get anywhere without the AGT / Obelisk obliterating you....

Subject: Re: C&C_Flooded
Posted by [Dr. Lithius](#) on Tue, 27 Sep 2005 00:34:35 GMT
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Another version, another set of bugs to find. Let's get into it.

The bunkers atop the cliff seem to have invisible walls of some sort that sort of catch flying units and makes them stuck. The units become unstuck if you hop out of the vehicle, but still. . .
You might want to consider adding flat cliff formations atop the outer walls of the map just for background decorations' sake.

I don't think you're supposed to be able to fly helicopters through those tunnels. . .   Rather reminicent of Night0X and its caverns. . .
Either lower the windows in the bunkers atop the cliff or make them taller. As it is, you can only see out the windows, but can't shoot out of them unless you have an arcing weapon. . .
That's all I could find in a quick run-through.

Subject: Re: C&C_Flooded
Posted by JeepRubi on Tue, 27 Sep 2005 01:03:13 GMT
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Joseph Collins wrote on Mon, 26 September 2005 19:34Another version, another set of bugs to find. Let's get into it.

The bunkers atop the cliff seem to have invisible walls of some sort that sort of catch flying units and makes them stuck. The units become unstuck if you hop out of the vehicle, but still. . .
You might want to consider adding flat cliff formations atop the outer walls of the map just for background decorations' sake.
I don't think you're supposed to be able to fly helicopters through those tunnels. . .   Rather reminicent of Night0X and its caverns. . .
Either lower the windows in the bunkers atop the cliff or make them taller. As it is, you can only see out the windows, but can't shoot out of them unless you have an arcing weapon. . .
That's all I could find in a quick run-through.

the invisible wall above the bunkers is a mystery to me because there seems to be nothing there to get anything stuck.

flat cliff formations? please explain.

once i find out were the vehicle blockers are in level edit i can fix that

i dont know what you mean, i can snipe out of the windows fine

Subject: Re: C&C_Flooded
Posted by Alkaline on Tue, 27 Sep 2005 02:07:47 GMT
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Sweeeet..

new maps are always good

now do you care if your map gets added to a mappack and is availible for download @ unrules.com?

readme will be included with the mappack.

Subject: Re: C&C_Flooded
Posted by Alkaline on Tue, 27 Sep 2005 02:16:39 GMT
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Ok, after playing I have some comments:

1, the map looks like you took C&C_Walls.mix and modified it, the base layouts are the same as walls... you did add something differnt in the middle, but overall it resemebles walls way to much.

2, Get rid of the rain. Rain kills fps and should never be added. Same thing for snow, ash e.t.c....You may not notice when playing by your self, but on a server it is very noticeable.

Subject: Re: C&C_Flooded
Posted by danpaul88 on Tue, 27 Sep 2005 15:32:01 GMT
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lol, me and jeep rubi played on the internet the day I uploaded it, it plays quite well

btw, create a plane over the entrances to tunnels (in renx/gmax) and set its collision options to vehicle only, this will stop any vehicles passing it, but infantry, buttets etc can pass through at will. Also set it to be hidden by ticking 'Hide'

Subject: Re: C&C_Flooded
Posted by JeepRubi on Tue, 27 Sep 2005 19:20:13 GMT
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Alkaline wrote on Mon, 26 September 2005 23:16Ok, after playing I have some comments:

1, the map looks like you took C&C_Walls.mix and modified it, the base layouts are the same as walls... you did add something differnt in the middle, but overall it resemebles walls way to much.

2, Get rid of the rain. Rain kills fps and should never be added. Same thing for snow, ash e.t.c....You may not notice when playing by your self, but on a server it is very noticeable.

ill turn down the rain but if i totally turn it off it takes away the "wet to the bone" feeling.

Id love to get my map on unrules. lol thats the only srever my dad plays on.

to make it a little less like walls i added some palm trees. take tat walls.

Subject: Re: C&C_Flooded
Posted by JeepRubi on Tue, 27 Sep 2005 20:37:53 GMT
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http://www.lmsbc.com/downloads/renegade/maps/c&c_flooded .zip

Alkaline and Reborn you can put it in your map packs and i hope to play it on your servers sometime soon. If you could post here to confirm that would be great.

If anyone else wants to put it in a map pack or host it on their site its fine with me as long as you post here first.

Subject: Re: C&C_Flooded
Posted by Dr. Lithius on Tue, 27 Sep 2005 22:42:25 GMT
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I'd wait until you no longer get bug reports/knitpicks from users before offering it up as a Map Pack map, myself. . . But that's just me.

Subject: Re: C&C_Flooded
Posted by JeepRubi on Tue, 27 Sep 2005 23:55:14 GMT
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i have fixed it but i just havent posted the fixes but if thats what you want ill do it

Changes are as follows:

-Ceiling extended in base
-Palm trees added to give it a better look
-all tunnels doores and windows have been blockes against vehicles

---

Subject: Re: C&C_Flooded
Posted by JeepRubi on Thu, 29 Sep 2005 15:58:01 GMT
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has every body just lost intrest or something?

Subject: Re: C&C_Flooded
Posted by Lijitsu on Thu, 29 Sep 2005 20:39:42 GMT
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Probly waiting for a better release. I've yet to play any of your maps, so I can't really comment on

them.

Subject: Re: C&C_Flooded
Posted by danpaul88 on Thu, 29 Sep 2005 21:06:31 GMT
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No-one has commented on the current release, although I think its a good map, the concept of a flooded base is quite original, you have to admit.

Subject: Re: C&C_Flooded
Posted by Alkaline on Fri, 30 Sep 2005 07:12:48 GMT
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best way to get bug reports is wait for it to be played a bit.
Once I get about 5-6 new maps by the COMMUNITAAHH, unrules will release a new mappack.

Subject: Re: C&C_Flooded
Posted by Alkaline on Fri, 30 Sep 2005 07:20:30 GMT
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Comments after playing the new version:

You added helis but the buildings don't have stairs... anyone can lay a nuke on top of a building and you won't be able to disarm it.

The rain is still too much, the addition of palm trees will slow fps even more.

Map still is way to similiar to C&C_Walls in the layout. I would change the rock texture to that from some single player missions, i.e the Black & White rock texture.

Get rid of the guard towers and put an AGT, and Obleisk for NOD

Make a side entrace to each base, 1 entrance only makes the game slow...

Just some ideas... but as it is now It feels like a lamer version of C&C_Walls

---

Subject: Re: C&C_Flooded
Posted by Aircraftkiller on Fri, 30 Sep 2005 15:26:10 GMT
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Remember, it's Nod, not NOD.

Subject: Re: C&C_Flooded
Posted by JeepRubi on Fri, 30 Sep 2005 20:03:31 GMT
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Alkaline wrote on Fri, 30 September 2005 02:20Get rid of the guard towers and put an AGT, and Obleisk for NOD

danpaul88 wrote on Sun, 25 September 2005 17:39 the AGT and Obelisk would ruin the map, the cliff would be almost useless with the AGT / Obelisk shooting up at you, and due to the map layout it would be difficult to get anywhere without the AGT / Obelisk obliterating you....

Subject: Re: C&C_Flooded
Posted by JeepRubi on Sat, 01 Oct 2005 23:10:41 GMT
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 http://www.lmsbc.com/downloads/renegade/maps/c&c_flooded .zip

new version!

New textures and some of the bugs i found have been worked out. I got one problem though, the water looks very white and i dont know how to fix it. Other than that i think its ready.

Subject: Re: C&C_Flooded
Posted by TD on Sat, 08 Oct 2005 17:11:21 GMT
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I like this map.

A little bug I found: In the tunnels that lead to bases, you 'walk on water'.

Subject: Re: C&C_Flooded
Posted by JeepRubi on Mon, 17 Oct 2005 12:48:52 GMT
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Got another new version, hpefully my last. Changes are:

-Water fixet to more of a blue instead of blinding white.

-Ramps on on buildings so you can disarm beacons.

-Water level lowered so all of airstrip is visible and beacons are visible and not under water.

-New waypoints for harvesters (dont get stuck as often).

-Windows on air strip and hand of Nod have been blocked for aircraft.

-No rain or palm trees to reduce lag.

I will post a download once danpaul88 gets on msn so i can send it to him to host.

Alkaline i think i got all the bugs exept the one over the bunkers with the flying veh which is impossible to fix cause there is nothing there in renx or level dedit. Anyway could you put it in your map pack plz?

got it please leave you coments

 http://www.lmsbc.com/downloads/renegade/maps/c&c_flooded .zip