Subject: C&C_Aftermath
Posted by TemmaN on Tue, 18 Oct 2005 21:08:48 GMT

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A map I created I wanted ot share it with the more of the renegade community so check it out.

--- -

Map Name: C&C_Aftermath

Description:

Based on All out war with a mix of sniping, overal map is based in a lost atmosphere
You've soon know your way around and soon make this map an overal fav wit the renegade community

----

ScreenShots:

Link:
 http://www.ifidie2night.com/renmaps/C&C_Aftermath_3RR.zi p

[tem]

Subject: Re: C&C_Aftermath
Posted by danpaul88 on Tue, 18 Oct 2005 21:13:25 GMT

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I have already tested this map out, and its very good for a first map.

Its great for sniping, and works well on AOW as well, but in small games the lack of base defenses could mean the game would be over very fast.

Subject: Re: C&C_Aftermath
Posted by Goztow on Wed, 19 Oct 2005 07:08:37 GMT

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Mirror: http://www.thekoss2.org/uploads/[Ren]Map-Aftermath_v3.zip

I Alpha tested this map, hope all bugs are out now . It's a very straight forward map, much fun to play .

Subject: Re: C&C_Aftermath
Posted by Spice on Wed, 19 Oct 2005 07:34:10 GMT
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Wow, this looks excellent for your first map. Keep it up buddy.

Tip: Try smoothing out the mesh a bit more, those rocks/moutains are looking a little too jaggy.

Subject: Re: C&C_Aftermath
Posted by TemmaN on Wed, 19 Oct 2005 10:28:49 GMT
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Goztow wrote on Wed, 19 October 2005 03:08Mirror: http://thekoss2.org/uploads/c&c_aftermath_2nr.zip

I Alpha tested this map, hope all bugs are out now . It's a very straight forward map, much fun to play .

yea was few bugs back then i confirm that is the old version tho

btw thanks exdeath

[tem]

Subject: Re: C&C_Aftermath
Posted by Ma1kel on Wed, 19 Oct 2005 21:21:42 GMT
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Found a bug:

At the Weapons Factory there is a PT that is WAY outside the building.

Subject: Re: C&C_Aftermath
Posted by Dante on Thu, 20 Oct 2005 07:30:50 GMT
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Looks decent for a first map, like that you put some tree's in.

What i would suggest though since it is a night map is to tone the lighting down, put up some lights on the buildings (like spots and area lights) and add a bit of fog to the level, this will create more of a night time feel to it, right now it looks way too bright to have that dark of a sky.

Subject: Re: C&C_Aftermath
Posted by silentevil on Thu, 26 Oct 2006 17:45:54 GMT
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hello i cant download it

Subject: Re: C&C_Aftermath
Posted by Goztow on Thu, 26 Oct 2006 18:39:44 GMT
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http://www.thekoss2.org/download/c&c_aftermath.zip -> re-uploaded

I need to warn you: during playtests, we noticed severe FPS-problems (glacier-like).

Subject: Re: C&C_Aftermath
Posted by Alkaline on Fri, 27 Oct 2006 12:31:25 GMT
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hey can you upload the map here:
http://www.unrules.com/FileSharing/tabid/63/Default.aspx

Subject: Re: C&C_Aftermath
Posted by Halo38 on Sun, 29 Oct 2006 21:12:52 GMT
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Impressive first map

Subject: Re: C&C_Aftermath
Posted by Dave Anderson on Sun, 29 Oct 2006 21:18:27 GMT
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Agreed. Keep up the good work and this community can expect great maps in the future from you.

Subject: Re: C&C_Aftermath
Posted by danpaul88 on Sun, 29 Oct 2006 22:49:04 GMT
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wow, 1 year old topic bumps...

Subject: Re: C&C_Aftermath
Posted by Spice on Sun, 29 Oct 2006 23:18:59 GMT
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Dave Anderson wrote on Sun, 29 October 2006 16:18Agreed. Keep up the good work and this
community can expect great maps in the future from you.

hehe

Subject: Re: C&C_Aftermath
Posted by Dave Anderson on Mon, 30 Oct 2006 00:23:21 GMT
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What?

Subject: Re: C&C_Aftermath
Posted by Spice on Mon, 30 Oct 2006 04:38:05 GMT
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The topic was posted Tue, 18 October 2005 17:08

Subject: Re: C&C_Aftermath
Posted by Goztow on Mon, 30 Oct 2006 07:43:24 GMT
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FYI Temman quit the online gaming a while ago, so this map will not only be his first but also his
last .

Subject: Re: C&C_Aftermath
Posted by Dave Anderson on Mon, 30 Oct 2006 13:11:38 GMT
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EXdeath wrote on Sun, 29 October 2006 21:38The topic was posted Tue, 18 October 2005 17:08

It was bumped Friday 26, 2006 by Miklo.