Subject: C&C_Rockies
Posted by JeepRubi on Sat, 18 Feb 2006 04:15:43 GMT
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I got this map into a playable version after a month and a half. I wanted you guys to tell me what you think of it. I dont have much time to work on it this weekend cause of massive homework so i finished it really quick.

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BTW: Sorry for no screenshot, diddnt have time.

Subject: Re: C&C_Rockies
Posted by BlazeDragoon on Sat, 18 Feb 2006 10:14:38 GMT
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Wow nice o_o;.Kinda like a better version of field if you ask me. I'd like to see this finished,and some things changed.Things I myself would like added or changed(I know you it's not finished)is tiberium added on those hills,the hills you can actually drive off them with the vehicles.Also maybe a few things here and there to spice it up,but overall sexy map.

Subject: Re: C&C_Rockies
Posted by Naamloos on Sat, 18 Feb 2006 14:13:45 GMT
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GDI engineers can destroy the Hand of Nod early in the game because the tunnel is very close to it, and they are even protected from the Obelisk by rocks covering them.

Also, fill up the fields with some stuff to take cover behind other then those 2 tree's standing in it.

The map looks like it will be playable.

Subject: Re: C&C_Rockies
Posted by JeepRubi on Sat, 18 Feb 2006 14:22:24 GMT
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BlazeDragoon wrote on Sat, 18 February 2006 11:14tiberium added on those hills

What hills?

Subject: Re: C&C_Rockies
Posted by Alkaline on Sun, 19 Feb 2006 04:57:30 GMT

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Subject: Re: C&C_Rockies
Posted by Alkaline on Sun, 19 Feb 2006 05:08:44 GMT

Hrm Nod Obelisk does not work :/
other than that looks pretty good

Subject: Re: C&C_Rockies
Posted by BlazeDragoon on Sun, 19 Feb 2006 07:23:58 GMT

Alkaline wrote on Sun, 19 February 2006 00:08Hrm Nod Obelisk does not work :/
other than that looks pretty good

It does but only shoots behind it....very easy to fix.

Subject: Re: C&C_Rockies
Posted by JeepRubi on Sun, 19 Feb 2006 18:19:05 GMT

I havent had any time to really test it... doing it now (only have an hour)

Subject: Re: C&C_Rockies
Posted by JeepRubi on Mon, 20 Feb 2006 01:57:08 GMT

Atm im doing vis sectors, just working it out.

Subject: Re: C&C_Rockies
Posted by BlazeDragoon on Mon, 20 Feb 2006 11:47:06 GMT

Right,dunno if it is a good idea for a map but maybe change weather or rather the things related
like time of day,fog,and other stuff o.O.

Subject: Re: C&C_Rockies
Posted by JeepRubi on Mon, 20 Feb 2006 13:22:18 GMT
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Already done

Subject: Re: C&C_Rockies
Posted by Kamuix on Mon, 20 Feb 2006 13:48:34 GMT
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I just tried this map out. This is one UBER map nice work jeep.

Subject: Re: C&C_Rockies
Posted by idebo on Mon, 20 Feb 2006 21:23:38 GMT
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Invisible tiberium! Woot!

Hmm, maybe some debris on the big field? Nice map so far, well done!

Subject: Re: C&C_Rockies
Posted by JeepRubi on Mon, 20 Feb 2006 22:34:58 GMT
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What do you mean invisibe tiberium?

Subject: Re: C&C_Rockies
Posted by BlazeDragoon on Tue, 21 Feb 2006 06:57:38 GMT
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Jeep Rubi wrote on Mon, 20 February 2006 16:34What do you mean invisibe tiberium?

Where the harvester goes to get minerals or stops to get w/e before it starts to return there is no tiberium there,or at least not the version you put up for download.

Subject: Re: C&C_Rockies
Posted by Spice on Tue, 21 Feb 2006 07:54:24 GMT
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I tried it out, this looks much better than your other maps. I only have a few nit picks, add some

fog, try the settings 5 Start 70 end. Also try going to lighting in Level edit and press convert vertex solve.

Looking nice jeep, you are progressing fast.

Subject: Re: C&C_Rockies
Posted by JeepRubi on Tue, 21 Feb 2006 13:23:50 GMT
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I have another version but it has a vis glitch i cant seem to fix. I need to add more vis sectors in LE so i do. I discard vis data and do everything over again. When I get to auto generate vis sectors it goes for about five seconds and LE freezed. Either i fiddle with it for tem hours or i dont add vis sectors. If anyone has a solution to this please post or this map wont have vis sectors.

Actually i dont knnow if it needs it. Its only about 5000-6000 polys.

Subject: Re: C&C_Rockies
Posted by BlazeDragoon on Thu, 23 Feb 2006 06:51:12 GMT
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o_O It's probley not needed lol.

Subject: Re: C&C_Rockies
Posted by Spice on Thu, 23 Feb 2006 07:20:30 GMT
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Jeeprubi, Did you try out the things I suggested above?

Subject: Re: C&C_Rockies
Posted by JeepRubi on Thu, 23 Feb 2006 13:02:35 GMT
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I havent been working on it because LE was doing some weird stuff. Ill start again now.

Subject: Re: C&C_Rockies
Posted by JeepRubi on Thu, 23 Feb 2006 17:18:38 GMT
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Another Version, it has vis sectors set up but there is a glitch or two in the middle that i cant seem to fix. I changed the lighting and addes some fog. Hope you like it.

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Subject: Re: C&C_Rockies
Posted by nopol10 on Sat, 25 Feb 2006 06:42:12 GMT
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Nod can easily take out the GDI Barracks since the AGT can't shoot past the mountain thing.

Subject: Re: C&C_Rockies
Posted by Spice on Sat, 25 Feb 2006 10:24:43 GMT
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Have you tried adding vis sample points? I found some pretty big VIS problems.

Looks much better with the rendered vertex solve. I'd add a bit more fog, It's a little un-noticable.

Subject: Re: C&C_Rockies
Posted by JeepRubi on Sat, 25 Feb 2006 12:42:47 GMT
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Vis sample points? The things you press ctrl + ~ for?

At the tim i diddnt have time to test it in LE before i left 4 school. Since then i have fixed most of the glitches. Im still working.

Subject: Re: C&C_Rockies
Posted by JeepRubi on Mon, 27 Feb 2006 21:14:14 GMT
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New version, Please post any vis glitches (with a screen shot) and any comments or flaws.

Subject: Re: C&C_Rockies
Posted by idebo on Tue, 28 Feb 2006 20:21:53 GMT
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Vis bug in Obelisk (spawnpoint)

Vis bug in Hand of Nod

Westwood "no-texture"

Subject: Re: C&C_Rockies
Posted by JeepRubi on Tue, 28 Feb 2006 20:52:21 GMT
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Thanks, fixed em all, anyone else find any?

Subject: Re: C&C_Rockies
Posted by Spetz5 on Tue, 28 Feb 2006 21:46:41 GMT
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One in WF, when u walk in front door, stand on first GDI floor symbol to ur right and look at the wall, you can't see it.

Subject: Re: C&C_Rockies
Posted by JeepRubi on Sat, 11 Mar 2006 16:25:51 GMT
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Hoping only to have to do one more version after this.

Id really like to be able to playtest this map with a fair amount of people (more than two or three).
If anyone is interested, page me on MSN (jeeprubi@hotmail.com) and we can set up a time.