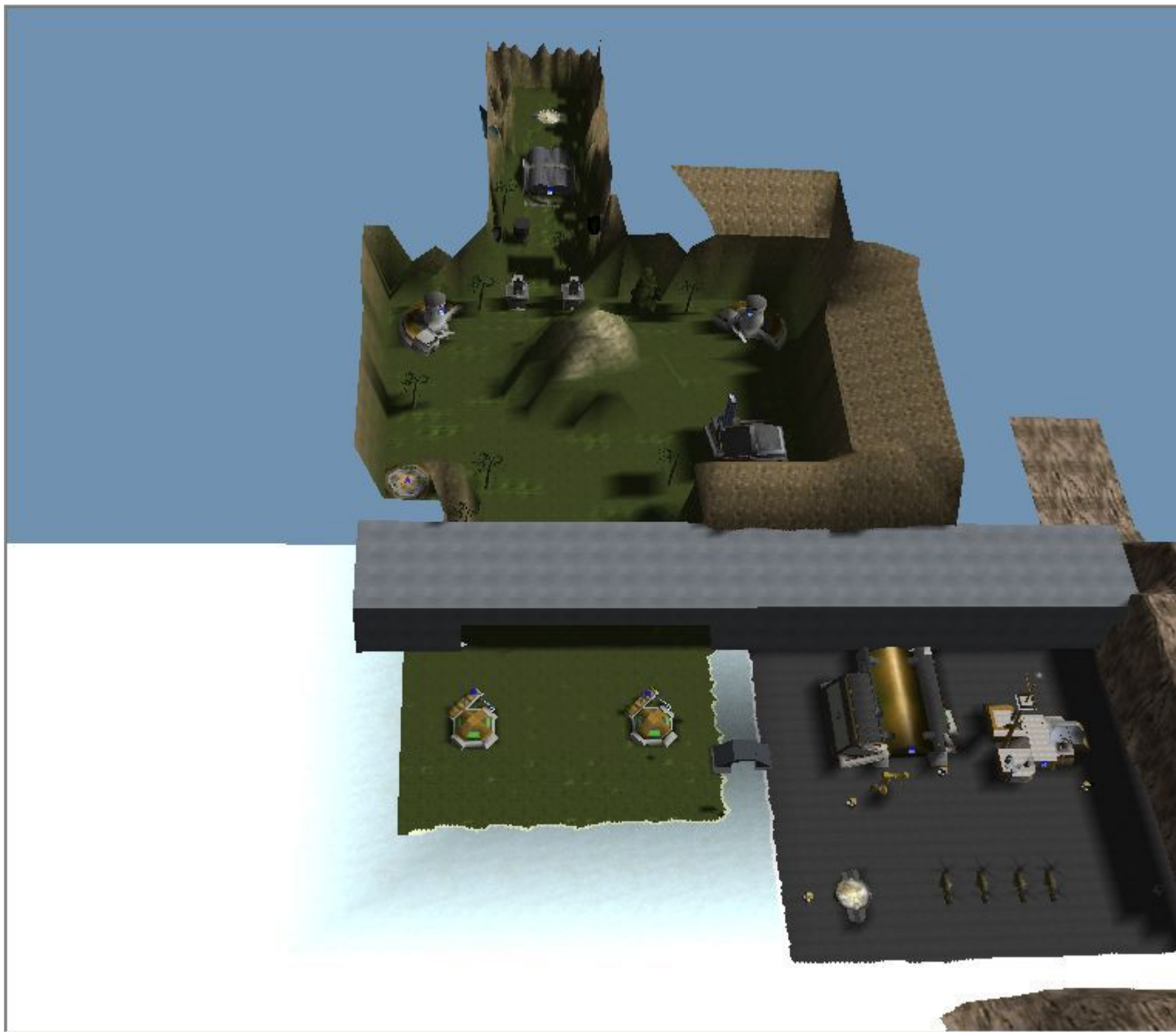

Subject: New Map I'm making
Posted by [LR01](#) on Fri, 07 Jul 2006 16:54:14 GMT
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I'm working on it, as you can see the hills aren't finished.
And the little bridge between the silos and the conyard is a temp thingy.

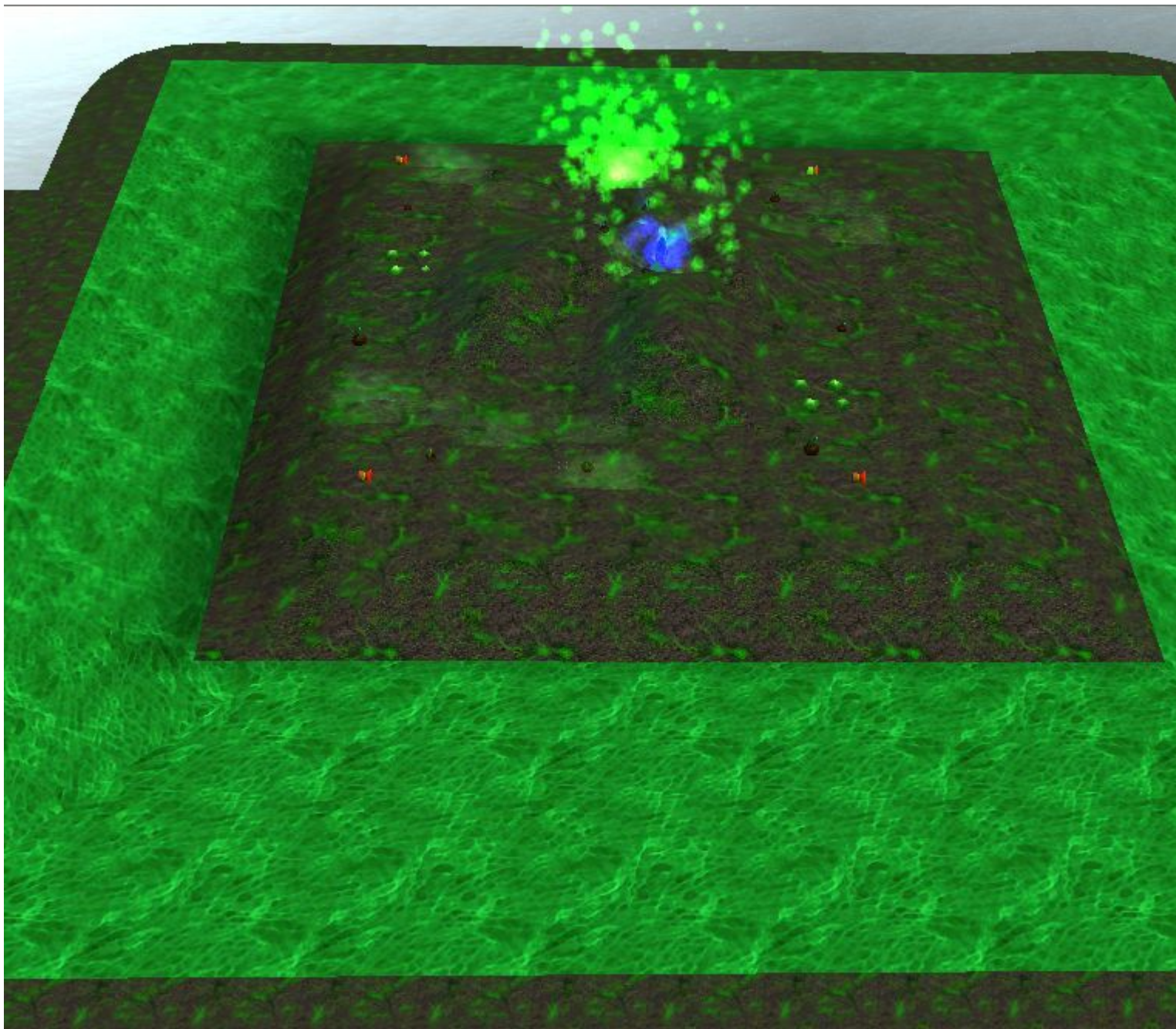
Well, what do you think of it?

File Attachments

1) [Map01.jpg](#), downloaded 790 times



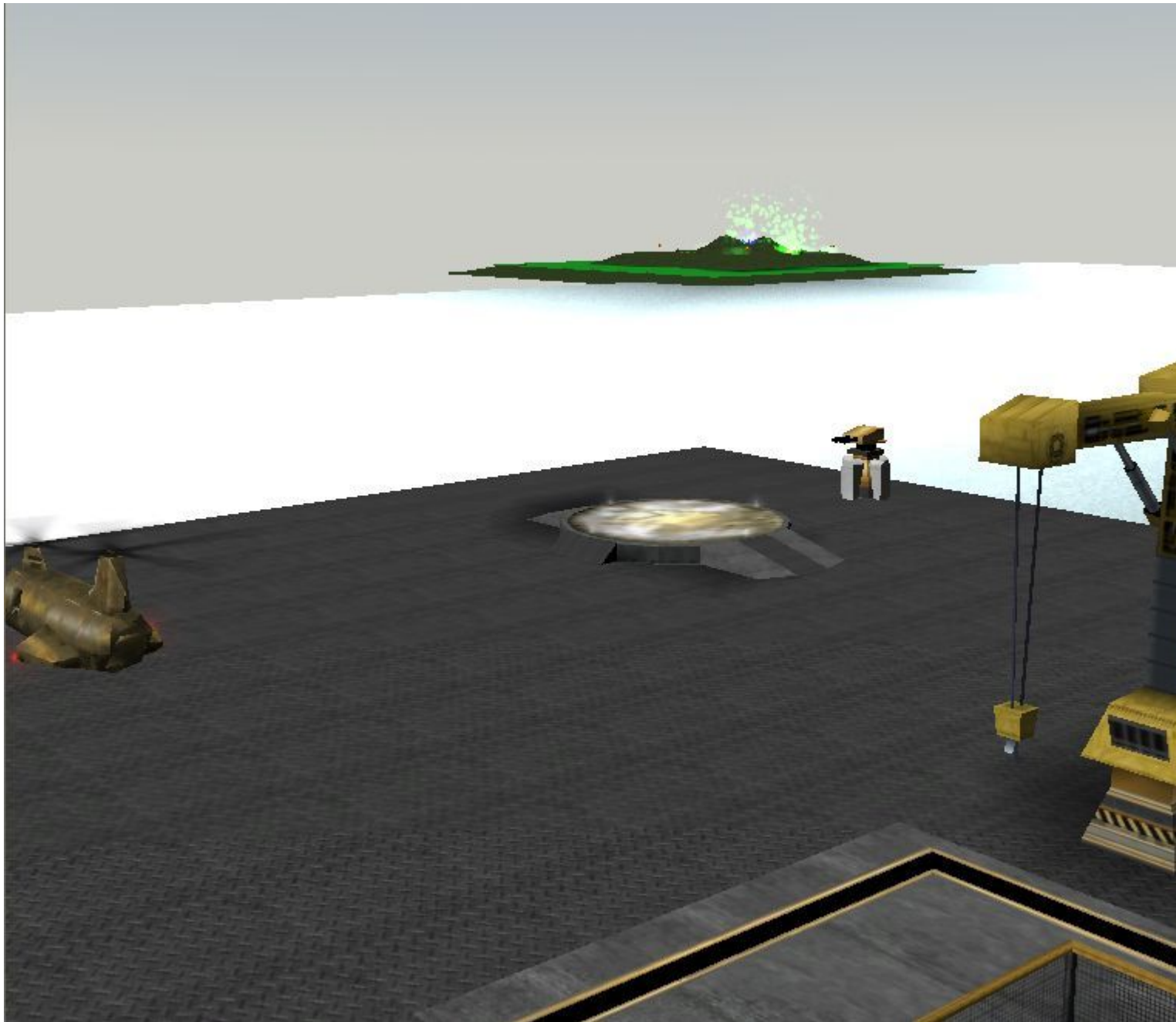
2) [Map02.jpg](#), downloaded 787 times



3) [Map03.jpg](#), downloaded 782 times



4) [Map04.jpg](#), downloaded 768 times



Subject: Re: New Map I'm making
Posted by [YSLMuffins](#) on Sat, 08 Jul 2006 00:42:02 GMT
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It needs a lot of work. Try not making things so squarish with the terrain and also do a search for tutorials in this forum. There're plenty.

Nice thing, though, is that it reminds me of a C&C base.

Subject: Re: New Map I'm making
Posted by [bisen11](#) on Sat, 08 Jul 2006 04:45:21 GMT
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Ummm.... Whats the object of the map.... Cuz it doesn't look much like an aow one.

Subject: Re: New Map I'm making
Posted by [thrash300](#) on Sat, 08 Jul 2006 06:25:52 GMT
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From the looks of things from those pictures, I really like that map for it's creativity and for its layout, thought I have never made a map yet, I am planning to get into that, can you please notify me when you complete it?

--Thanks In Advance

Subject: Re: New Map I'm making
Posted by [Spice](#) on Sat, 08 Jul 2006 06:46:33 GMT
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<http://www.apathbeyond.com/forum/index.php?showtopic=4344&st=0>

Scroll down and read my tutorial. It's a bit outdated but should help you shape your mesh a little better.

Subject: Re: New Map I'm making
Posted by [LR01](#) on Sat, 08 Jul 2006 08:45:51 GMT
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I shall follow that tut
thanks for it

Subject: Re: New Map I'm making
Posted by [thrash300](#) on Sun, 09 Jul 2006 02:03:53 GMT
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LOL, the first picture looks like a green giant.

Subject: Re: New Map I'm making
Posted by [Torn](#) on Sun, 09 Jul 2006 02:39:10 GMT

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I say, fancy skillz

Subject: Re: New Map I'm making
Posted by [LR01](#) on Mon, 17 Jul 2006 13:47:51 GMT

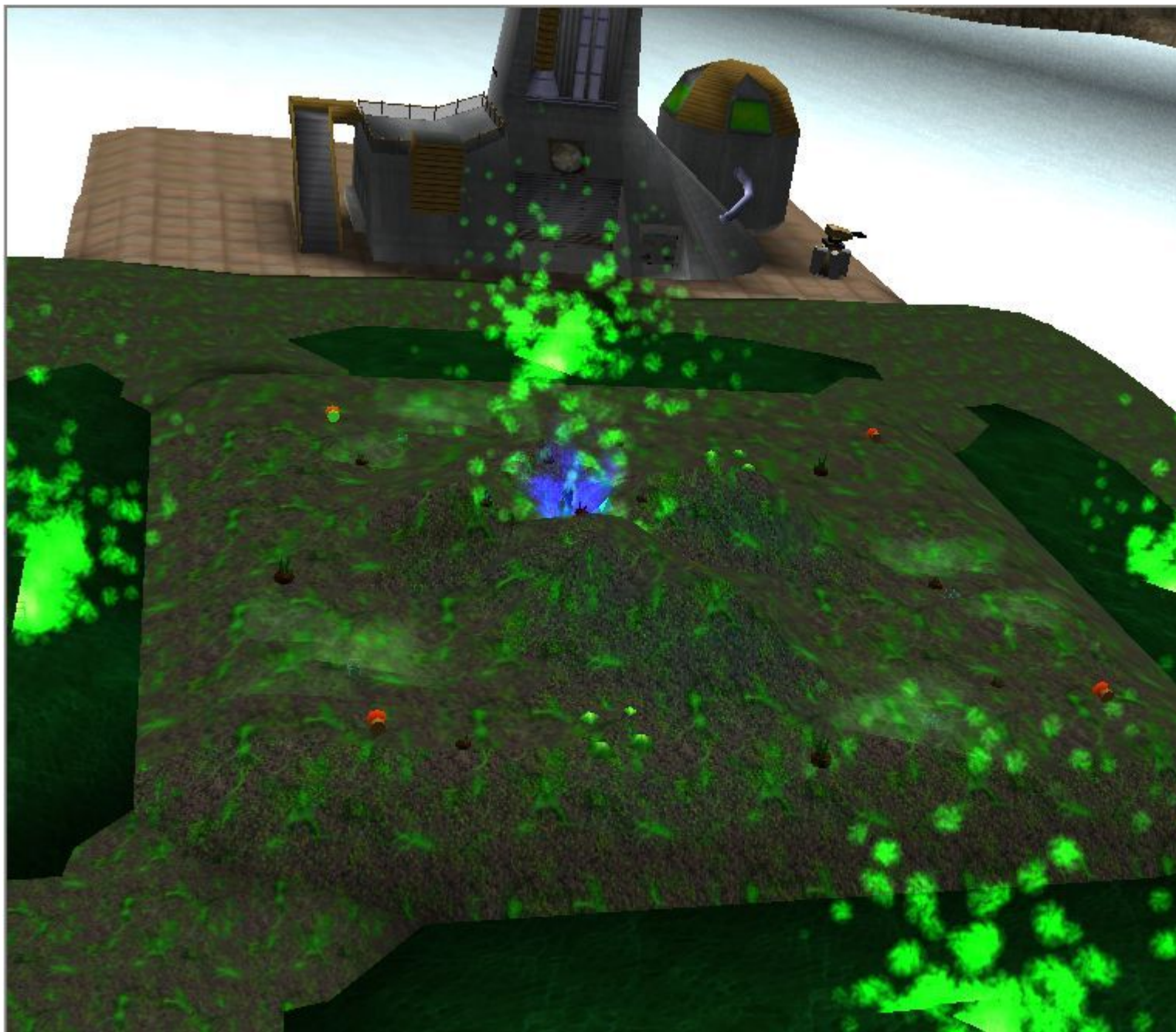
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Well, I have been on vacation for a week, but now I'm back. I'm going further with my map now...

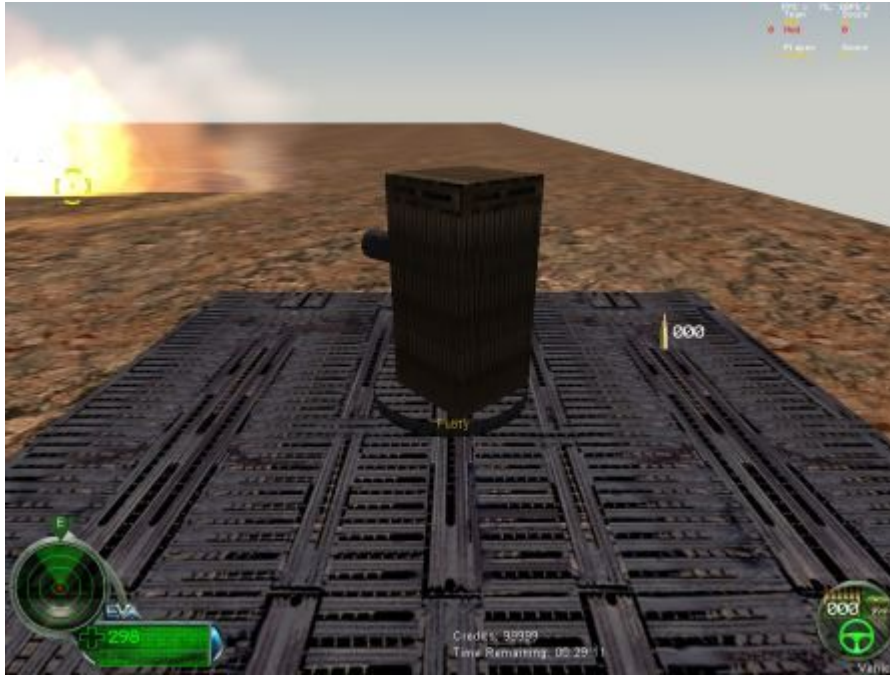
By the way, this is my first turret. Never thought it was so easy to make 1, it is fully function, except for the exit trastian and my new licht bullet(the bullet doesn't show up)

File Attachments

1) [Adv.jpg](#), downloaded 572 times



2) [Turret.jpg](#), downloaded 573 times



Subject: Re: New Map I'm making
Posted by [Spetz5](#) on Tue, 18 Jul 2006 03:43:25 GMT
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ooo nice.. wered you get those tiberium crystal models though?!?!

Subject: Re: New Map I'm making
Posted by [Berkut](#) on Tue, 18 Jul 2006 04:07:36 GMT
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If you can figure out how to make a Tiberium Vein-hole monster, I will be amazed. Ok, I lied, watching anyone make a map is still amazing to me.

Subject: Re: New Map I'm making
Posted by [bisen11](#) on Tue, 18 Jul 2006 04:29:24 GMT
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Not gonna answer meh question, eh?

Subject: Re: New Map I'm making
Posted by [LR01](#) on Tue, 18 Jul 2006 07:57:55 GMT
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The object?

well I'm buzy with that cuz I'm not sure to make a AOW cuz it will be barley played. If it is a good Coop It will be played more

and for the tib models, I used 3:

1 is a blu tib dsabo

2 is a odd thing, I made a proxie called "tiber" and I got 4 green squares (never found the present)

3 easy, <http://laeubi.de/?go=halo&sub=modfiles&tl=5>

I like to use some models

Subject: Re: New Map I'm making

Posted by [LR01](#) on Wed, 19 Jul 2006 14:58:18 GMT

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Can I, by any change use the SP buildings?

Subject: Re: New Map I'm making

Posted by [futura83](#) on Wed, 19 Jul 2006 15:27:45 GMT

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probably.

although, you will have to mod the building controllers for sp buildings in the presets tree.(otherwise they will be to easy to destroy)

Subject: Re: New Map I'm making

Posted by [Zion](#) on Wed, 19 Jul 2006 18:42:19 GMT

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Just use the MP ones.

Subject: Re: New Map I'm making

Posted by [Halo38](#) on Wed, 19 Jul 2006 20:25:27 GMT

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Berkut wrote on Tue, 18 July 2006 00:07If you can figure out how to make a Tiberium Vein-hole monster

I made one for C&C_Bio.mix however it only functions like a door

As far as the map goes, interesting different layout, graphics need work as you know, thanks for using my tib crystal models

Subject: Re: New Map I'm making
Posted by [Aprime](#) on Thu, 20 Jul 2006 00:55:36 GMT
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Please make the Tiberium field(s) asymmetrical.

Subject: Re: New Map I'm making
Posted by [LR01](#) on Thu, 20 Jul 2006 09:54:20 GMT
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Merovingian wrote on Wed, 19 July 2006 20:42 Just use the MP ones.
Well, I was already scared for that

But I still wonder, what happened with the .gmax files of the missions?

Subject: Re: New Map I'm making
Posted by [Zion](#) on Thu, 20 Jul 2006 11:37:14 GMT
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There are building aggregates in the tiles branch and the controllers are just like the SP ones but a bit stronger.

Subject: Re: New Map I'm making
Posted by [LR01](#) on Thu, 20 Jul 2006 14:44:43 GMT
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But the SP buildings are BIG

And does sum1 know what happened with the mutantlab building?
In the present tree there is a full configured 1 with the mesprefix MUT

Subject: Re: New Map I'm making
Posted by [Zion](#) on Thu, 20 Jul 2006 17:54:25 GMT
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You asked for SP buildings, I tell you where they are. If there is a problem, it's not my problem.
Maybe make the map bigger to compensate?

The Mutant Lab Building? The one from M08? That's built into the map, it's not aggregated, the only building controllers it contains are the ones for the two MCT's on the -1 floor.

(PS. Sorry if i caused any offence or anger towards anyone. I didn't mean it.)

Subject: Re: New Map I'm making
Posted by [LR01](#) on Fri, 21 Jul 2006 13:47:41 GMT
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of course, M08 the lab
and the shrine of nod?
well the buildingcontroller isn't made but the aggregates are there and there is a description in strings.ddb, says that it encourage nod soldiers. well I found the shrine on internet and I can use it, where did come from?
and is it possible to make that, whenn you near the shringe as Nod you get for example +50 and if you leave it you lose it?

Subject: Re: New Map I'm making
Posted by [Zion](#) on Fri, 21 Jul 2006 15:29:23 GMT
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The M08 lab and the Temple Of Nod are not aggregated, they cannot be destroyed and cannot have building controllers attached to them.

The Shrine of Nod can be found in several, 3rd party maps and is aggregated. You may need to make a new controller for it since i dont think its in level edit as default.

Subject: Re: New Map I'm making
Posted by [LR01](#) on Sat, 22 Jul 2006 08:29:02 GMT
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yes, making the controller isn't a little hard but the function is

Subject: Re: New Map I'm making
Posted by [Zion](#) on Sat, 22 Jul 2006 08:52:16 GMT
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Copy or make one in the controllers branch and see whats available to you. Try to fill out as many obvious options as you can and come back with the ones you're having difficulty with.
