Subject: C&C Arid
Posted by Halo38 on Sat, 19 Aug 2006 16:54:29 GMT
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This map is set in a mysterious desert canyon.

This took me under 3 weeks from start to finish (C&C_Bio took me 6-8 months) so don't expect anthing too radicaly new I had a load of low poly models sitting on my HDD doing nothing so I put this together.

Download here --> www.laeubi.de/halo38/maps

*download links fixed

Subject: Re: C&C Arid
Posted by JeepRubi on Sat, 19 Aug 2006 18:19:32 GMT
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I like it but the rock texture has too many big black spots.

Subject: Re: C&C Arid
Posted by Ma1kel on Sat, 19 Aug 2006 18:27:56 GMT
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Downloading doesnt work with FF, fix that site.

Subject: Re: C&C Arid
Posted by Halo38 on Sat, 19 Aug 2006 18:31:26 GMT
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m1a1_abrams wrote on Sat, 19 August 2006 13:17.

Btw, your download location seems to think it's a html file. I just renamed it to zip and it worked OK.

This was posted in the general section it might help you

*this is now fixed

Subject: Re: C&C Arid
Posted by Oblivion165 on Sat, 19 Aug 2006 20:57:55 GMT
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Ma1kel wrote on Sat, 19 August 2006 14:27Downloading doesnt work with FF, fix that site.

Stop using browsers that cant fix simple problems.

Subject: Re: C&C Arid
Posted by Renardin6 on Sat, 19 Aug 2006 21:22:45 GMT
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Halo38 : we would like your help for maps @ Reborn. (contact me on msn : Renardin@gmail.com)

Subject: Re: C&C Arid
Posted by Naamloos on Sat, 19 Aug 2006 21:47:00 GMT
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I noticed you modelled the interiors of the ruins (pyramid and that blocked-off tunnel near the silo's), but you didnt make the accesable? Thats a waste tbh.

Also, don't be afraid to use some more poly's for the mountains/cliffs, those dont have a lot of detail.

Subject: Re: C&C Arid
Posted by Halo38 on Sun, 20 Aug 2006 01:17:13 GMT
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Naamloos wrote on Sat, 19 August 2006 17:47I noticed you modelled the interiors of the ruins (pyramid and that blocked-off tunnel near the silo's), but you didnt make the accesable? Thats a waste tbh.

you are mistaken

Renardin6 wrote on Sat, 19 August 2006 17:22Halo38 : we would like your help for maps @ Reborn. (contact me on msn : Renardin@gmail.com)

I've been contacted 4 or so times now and replied to all PMs and your messages on the forums but I recive no replies :S

Edit: i've added you to my msn

Subject: Re: C&C Arid
Posted by nopol10 on Sun, 20 Aug 2006 07:35:45 GMT
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This map is sexy.
Reminds me of Tatooine.

Subject: Re: C&C Arid
Posted by JeepRubi on Sun, 20 Aug 2006 14:49:28 GMT
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The door to the temple doesnt work, and after looking at the .w3d i saw that there was an interior. Is there any special way im supposed to get them open?

Second question, why are the extra characters so expensive, $3000 for a stealh minigunner or a person with a ramjet?

Subject: Re: C&C Arid
Posted by Halo38 on Sun, 20 Aug 2006 15:38:20 GMT
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Jeep Rubi wrote on Sun, 20 August 2006 10:49The door to the temple doesnt work, and after looking at the .w3d i saw that there was an interior. Is there any special way im supposed to get them open?

yes

Jeep Rubi wrote on Sun, 20 August 2006 10:49

Second question, why are the extra characters so expensive, $3000 for a stealh minigunner or a person with a ramjet?

It's a bit unfair to give gdi nods advantage of stealthed infantry, considering gdi has a huge power advantage over nod already, so with the high prices only decent players will use it for situations when they really need it, this also gives that experienced player a huge suprise advantage.

The 3000 credit character on nod is a character that I made:

 http://www.chettle1.com/chettle1/projects/work_pro_flange.ht ml

It was just brilliant to see this model that has only ever ran and walked can now run jump crouch etc... and almost has a personality about her now, the high price is to stop everyone running around as her as she isn't part of the C&C universe, she is identical to sakura charachter preset, bone and projectile collision wise.

For those of you who play online will know the pain of having cheap extras (4 sedans used as sniper transport will hurt your vechile limit alot - inconsiderate pricing of extras can be team hampering created by us mappers) hence why there are 2 trucks and sedans to use as transport and gdi have these removed from there extras

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Subject: Re: C&C Arid
Posted by jonwil on Sun, 20 Aug 2006 15:46:12 GMT
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Oblivion165 wrote on Sat, 19 August 2006 16:57Ma1kel wrote on Sat, 19 August 2006 14:27Downloading doesnt work with FF, fix that site.

Stop using browsers that cant fix simple problems.
If people would use web servers that would serve content correctly (like not serving binary files as text/html or text/plain), browsers like Firefox that follow the HTTP RFCs correctly (unlike stupid browsers *cough*IE*cough* that ignore the content type from the server and try to guess what the file is) would work just great.

Subject: Re: C&C Arid
Posted by Renardin6 on Sun, 20 Aug 2006 17:01:13 GMT
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to Halo38:

What is your name on msn? (I can't see you)

And also can you register @ www.apathbeyond.com forums please.

Subject: Re: C&C Arid
Posted by YSLMuffins on Mon, 21 Aug 2006 04:41:53 GMT
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Really great work Halo.

Subject: Re: C&C Arid
Posted by Oblivion165 on Mon, 21 Aug 2006 04:51:33 GMT
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jonwil wrote on Sun, 20 August 2006 11:46Oblivion165 wrote on Sat, 19 August 2006
16:57Ma1kel wrote on Sat, 19 August 2006 14:27Downloading doesnt work with FF, fix that site.

Stop using browsers that cant fix simple problems.
If people would use web servers that would serve content correctly (like not serving binary files as text/html or text/plain), browsers like Firefox that follow the HTTP RFCs correctly (unlike stupid browsers *cough*IE*cough* that ignore the content type from the server and try to guess what the file is) would work just great.

Well use a blend, Avant for instance. All the security but with the best of IE.

Use a system that works, not one that would work if the world would change around it.

Subject: Re: C&C Arid
Posted by JRPereira on Mon, 21 Aug 2006 05:12:28 GMT
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Nice work halo - that looks great.

Subject: Re: C&C Arid
Posted by Spice on Mon, 21 Aug 2006 08:34:17 GMT
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Excellent work! Far better looking than Bio and not nearly as much time spent on it. That's how you can know you've gotten better.

Subject: Re: C&C Arid
Posted by laeubi on Mon, 21 Aug 2006 10:41:17 GMT
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jonwil wrote on Sun, 20 August 2006 11:46Oblivion165 wrote on Sat, 19 August 2006 16:57Ma1kel wrote on Sat, 19 August 2006 14:27Downloading doesnt work with FF, fix that site.

Stop using browsers that cant fix simple problems.
If people would use web servers that would serve content correctly (like not serving binary files as text/html or text/plain), browsers like Firefox that follow the HTTP RFCs correctly (unlike stupid browsers *cough*IE*cough* that ignore the content type from the server and try to guess what the file is) would work just great.

a) it has nothing to do with this topic so plz stop this stupid discussion about browsers
b) I correctly submit a header for all Downlods that tells the browser that this file is a Binary to Download! The Problem was that the filextension was missing so it was FF that ignores the fileheader and tried "to guess" its an html document.
c) its fixed already and should now work on IE and FF aswell so no need for care anymore!

Subject: Re: C&C Arid
Posted by PlastoJoe on Mon, 21 Aug 2006 18:26:58 GMT
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Halo38 wrote on Sun, 20 August 2006 10:38
The 3000 credit character on nod is a character that I made:

  http://www.chettle1.com/chettle1/projects/work_pro_flange.ht ml

It was just brilliant to see this model that has only ever ran and walked can now run jump crouch etc... and almost has a personality about her now, the high price is to stop everyone running around as her as she isn't part of the C&C universe, she is identical to sakura charachter preset, bone and projectile collision wise.

For those of you who play online will know the pain of having cheap extras (4 sedans used as sniper transport will hurt your vechile limit alot - inconsiderate pricing of extras can be team hampering created by us mappers) hence why there are 2 trucks and sedans to use as transport and gdi have these removed from there extras

That's a pretty impractical battle outfit

But the map looks kickass, and if you're getting contacted by Reborn for your maps then that pretty much says it all.