
Subject: Busy on a new map. Good idea?

Posted by [-IC-sniper7](#) on Sat, 23 Sep 2006 13:11:20 GMT

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My map is going to be an island group in a sea. The bases of both teams are spread over a group of small islands close to each other with on each island 1 building and some SAM site defences. The water will not be accesable meaning the only acces to other islands is thru teleports or with orca's. I dont know if tanks will be available because i dont have an idea for them yet. Making bridges between the islands is what i'm trying to avoid. Do you think this is a good idea?

if you have any suggestions/ideas/tips then feel free to post

Subject: Re: Busy on a new map. Good idea?

Posted by [FynexFox](#) on Sat, 23 Sep 2006 18:53:17 GMT

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I think itd be cool if you had those crafts from renegade.

umm, like this:

(Found here: <http://www.cnc-source.com/files/pafiledb.php?action=file&id=523>)

It'd come up on land and the ramp would drop and it'd wait, if someone drove a tank or something onto it, the ramp would come up and it'd take u to the enxt island over, and then go back to the original island. Id suspect thered be 2 or so going in and out from each island.

File Attachments

1) [craft.jpg](#), downloaded 659 times



Subject: Re: Busy on a new map. Good idea?

Posted by [-IC-sniper7](#) on Sat, 23 Sep 2006 19:08:33 GMT

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Great idea! only I'm not experienced enough to achieve something like that. i would need help. but really, great idea.

Subject: Re: Busy on a new map. Good idea?

Posted by [Halo38](#) on Sat, 23 Sep 2006 19:39:48 GMT

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-IC-sniper7 wrote on Sat, 23 September 2006 09:11 The water will not be accesable meaning the only acces to other islands is thru teleports

if you have any suggestions/ideas/tips then feel free to post

I wouldn't recommend the use of teleporters on a map you plan to be added to any of the big servers rotations, getting stuck in other players isn't all that fun

If you really don't want to make bridges, you could modify the ren vechiles to look like amphibious versions of what they are make a vechile blocker just below the water so your new vechiles will appear to float and if infantry get out they will sink. put a damage zone just below the vehicle blocker extending down to the sea bed, so you can damage and eventually kill troops that sink don't make the sea bed too much of a fall (more than a 20 meter fall will kill troops) and it's far much fun to allow them to slowly drown (simulating slow drowning - I think there is a script that can simulate the look of being underwater used in Ren Alert)

ofcourse with this meathod drivers can't get out of their tanks to repair them so you might have to make little islands for them to stop on to repair themselves without driving all the way back to base.

Imagine a medium tank with floats, ofcourse you could still keep the original tank tracks if you don't want to do too much extra work so that it could move from the island to the water, Easist way is just to add graphical changes to the model without skinning the floats to the bones.

This may inspire my next "map making - inspiration thread" entry ty

Subject: Re: Busy on a new map. Good idea?

Posted by [Ma1kel](#) on Sat, 23 Sep 2006 19:54:29 GMT

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FynexFox wrote on Sat, 23 September 2006 11:53I think itd be cool if you had those crafts from renegade.

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That craft is already in Renegade:

File Attachments

1) [ScreenShot81.jpg](#), downloaded 643 times



Subject: Re: Busy on a new map. Good idea?

Posted by [futura83](#) on Sat, 23 Sep 2006 20:07:25 GMT

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Ma1kel wrote on Sat, 23 September 2006 20:54FynexFox wrote on Sat, 23 September 2006 11:53I think itd be cool if you had those crafts from renegade.

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OMG!

now that is a hell-of-a lot of vehs.

Subject: Re: Busy on a new map. Good idea?
Posted by [Ma1kel](#) on Sat, 23 Sep 2006 20:58:50 GMT
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Yea, we had a community match and after it we had some admin fun, Havoc9826 is still busy decompressing the 5 GBs of pictures and videos he made.

CCfan spawned me an Orca with the hovercraft model, the map before Volcano (Canyon) he spawned a serie of Orcas with the toilet model.

Subject: Re: Busy on a new map. Good idea?
Posted by [-IC-sniper7](#) on Sun, 24 Sep 2006 14:12:55 GMT
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Off topic!! anyway i like the idea of the hover crafts best. Is there a modder wich can gimme a tutorial on how to make hovercrafts work like: If you move on them, they drive to an other island (like a vertical elevator). can anyone explain me how to do tthat or gimme a tutorial on how to?

Subject: Re: Busy on a new map. Good idea?
Posted by [crazfulla](#) on Wed, 27 Sep 2006 05:41:09 GMT
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I could help ya dude, I have alot of spare time at the mo so catch me on msn~
ryanfoley2002@hotmail.com

I could setup the hovercraft to be like an Amphibious APC, plus I could setup the Hover MRLS:

Only thing is I'm not sure what NOD has in the way of amphibious travelling, perhaps the landing craft from Halo's warpath mod?

File Attachments

1) [HMLRS.JPG](#), downloaded 580 times

