Subject: CTF maps
Posted by snipefrag on Tue, 04 Mar 2003 19:24:42 GMT
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i have recently noticed a lack of CTF maps about, its also evident to me that the CTF maps for the normal renegade levels have many problems i am now going to make a Ut2K3/red faction style CTF map.

Would there be much interest in the C&C comunity and is there other plans out there for others who are making CTF maps?

PS: i know this should be in the Mod forum but i couldnt post in there because invalid sessions... hopefully crimson can sort it out even tho she doesnt know why it happens

Subject: CTF maps
Posted by Dr.Snuggles on Tue, 04 Mar 2003 20:34:23 GMT
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I'm sure there's some interest in CTF Mode & Maps. People, like yourself, devoting time to making good such maps will most likely spur the general interest of the community even further.

Subject: CTF maps
Posted by KIRBY098 on Tue, 04 Mar 2003 21:04:55 GMT
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Dante, (the guy you don't want to be moderator) specializes in CTF, and was the one that got it working. Ask your question at Renevo, and they will be able to help you.

Subject: CTF maps
Posted by Captkurt on Tue, 04 Mar 2003 21:57:15 GMT
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I will be doing at least one, but don't or can't say when it will be done, just yet.

Subject: CTF maps
Posted by Aircraftkiller on Tue, 04 Mar 2003 22:02:33 GMT
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No one cares about Capture The Flag in Renegade. The novelty wore off after a few weeks.

Subject: CTF maps
Posted by General Havoc on Tue, 04 Mar 2003 22:55:45 GMT
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No one cares because these are no maps. Dante's maps are unheard of around most of the gsa mode community the only one people recognise is the HoN CTF one that wasn't up to it's best. Anyway if you need help with the CTF i can help there as i am writing tutorials on it for Jon Wilson. Also i may be able to get the hellipad script working. I am showing all my support for the CTF maps and i hope people are able to produce them.

Subject: CTF maps
Posted by snipefrag on Tue, 04 Mar 2003 23:06:10 GMT
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I think what we need is some decent Symetrical CTF maps like in UT2K3 and Red faction to get the interest up all the CTF maps built around the bases are bias we all know that with the new maps there are no excuses.
I think we should at least try by making a few maps and get the interest back cause i like CTF maps so i am sure other do too.

I will upload some note and scetches i done sumtime when i undertake the project.

Subject: CTF maps
Posted by Deafwasp on Tue, 04 Mar 2003 23:08:00 GMT
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Actually I have 2 ctf maps in production.

Subject: CTF maps
Posted by smwScott on Wed, 05 Mar 2003 03:09:20 GMT
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I think people still care, if there were some really good ones it would become very popular.

Subject: CTF maps
Posted by Griever92 on Wed, 05 Mar 2003 03:38:05 GMT
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KIRBY098Dante, (the guy you don't want to be moderator) specializes in CTF, and was the one that got it working. Ask your question at Renevo, and they will be able to help you.

Kirby, would you STFU about this Petition to get Dante on as Moderator. Its not like anyone is

going to listen to a petition anyway. Crimson has the choice, plain and simple

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Subject: CTF maps
Posted by snipefrag on Wed, 05 Mar 2003 11:40:15 GMT
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hehe, kirby m8 "STOP LIVING IN THE PAST !!"

Well thats good if people are interested and others are making CTF maps i will make one because if you think about it if there is only 1 CTF map around then who is going to host a CTF server... it would be a bit repetative to say the least...

Subject: Re: CTF maps
Posted by Halo38 on Wed, 05 Mar 2003 13:29:34 GMT
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snipefragPS: i know this should be in the Mod forum but i couldnt post in there because invalid sessions... hopefully crimson can sort it out even tho she doesnt know why it happens

 :eh: thought this was the mod forum?!?!?!

good luck

Subject: CTF maps
Posted by Titan1x77 on Wed, 05 Mar 2003 14:09:26 GMT
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1st of all a UT2003 style map would have to many poly's for a renegade map.

I'd love to see more CTF maps But, i do beleive renegade's style of play should stick to CnC mode with vehicles and buildings.

I say go for it.....more maps the merrier

Subject: CTF maps
Posted by Cpo64 on Wed, 05 Mar 2003 17:21:58 GMT
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I am still waiting for a tutorial...

Any one ever played Team Fortress? TF is was always fun. Would a Renegade version be possible, one problem is swimming, it was an important part of TF, which may cause some

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difficulty, but most other functions should be possible

Subject: CTF maps
Posted by PiMuRho on Wed, 05 Mar 2003 18:01:48 GMT
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Titan1x771st of all a UT2003 style map would have to many poly's for a renegade map.

Damn right - some of the UT2003 maps have over 18000 polys per room

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Subject: CTF maps
Posted by Vegito on Wed, 05 Mar 2003 18:09:16 GMT
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Quote:No one cares about Capture The Flag in Renegade. The novelty wore off after a few weeks.

No one cares about anything you have to say.So either go off and die.Or stop posting.