Subject: Can someone edit Hourglass slightly for me
Posted by Spoony on Mon, 28 Jan 2008 18:57:20 GMT

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and save it as a new map, Hourglass_2 or something

I want to make two changes. Firstly, an overhang near the hill, kinda like this. excuse the mspaint
http://img.photobucket.com/albums/v284/MaidenTy1/hourglassTT1.jpg
http://img.photobucket.com/albums/v284/MaidenTy1/hourglassTT2.jpg

the intended result:
- arty or mrls on the hill can shoot over the overhang and hit the refineries
- no other hillcamping is possible
- players on the hill can't see the enemy WF and Airstrip so you can't see every tank rush they're planning
- if vehicles rush over the hill, they will be shielded from defences until they pass the blue line here:
http://img.photobucket.com/albums/v284/MaidenTy1/hourglassTT3.jpg
http://img.photobucket.com/albums/v284/MaidenTy1/hourglassTT4.jpg

that's the main change. the second is less important and relates to the Nod Turret in front of the Hand. right now it's useless - if GDI had a med tank shooting the obelisk from the Hand side, the turret can't see it since there's a rock in the way. so either cut away the rocky part, or move the turret closer to the tiberium.

thanks.

by the way, don't worry AT ALL about making it look good - a black solid wall in mid-air is perfectly sufficient for me, as long as it blocks vision and shots. I just want to test it gameplay-wise.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by mrÃ£Ã§Ä·z   on Mon, 28 Jan 2008 19:08:36 GMT
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 why dont you do that?

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Hex on Mon, 28 Jan 2008 19:14:55 GMT
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You would be better off just using script and creating a Script_Zone

Subject: Re: Can someone edit Hourglass slightly for me

Posted by Spoony on Mon, 28 Jan 2008 19:16:39 GMT
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MadRockz wrote on Mon, 28 January 2008 13:08 why dont you do that?
Because I don't know how.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Zion on Tue, 29 Jan 2008 08:54:12 GMT
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Throw the W3D up here and i'll have a shot at what you want to do...

Subject: Re: Can someone edit Hourglass slightly for me
Posted by crazfulla on Tue, 29 Jan 2008 15:24:57 GMT
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The gmax file for Whoreglass comes with ren pub tools, I think?

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Di3HardNL on Tue, 29 Jan 2008 19:57:14 GMT
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it has to be done in leveledit, not renx (unless you want to add textures to the whole map manually again)

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Zion on Wed, 30 Jan 2008 15:49:58 GMT
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Di3HardNL wrote on Tue, 29 January 2008 19:57it has to be done in leveledit, not renx (unless you want to add textures to the whole map manually again)

Not true.

W3D retains all material and texture settings. You just need to put the textures where the file wants you to put them.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Spoony on Thu, 31 Jan 2008 09:46:42 GMT
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is anybody willing to do this for me?

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Caveman on Thu, 31 Jan 2008 09:57:16 GMT
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Spoony wrote on Thu, 31 January 2008 09:46is anybody willing to do this for me?

Quote:
Throw the W3D up here and i'll have a shot at what you want to do...

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Spoony on Thu, 31 Jan 2008 10:19:41 GMT
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I don't even know what he means.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Ryu on Thu, 31 Jan 2008 18:11:10 GMT
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Spoony wrote on Thu, 31 January 2008 10:19I don't even know what he means.

Mapname.W3d = Terrain of the map, He can add whatever he wants.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Zion on Fri, 01 Feb 2008 09:18:25 GMT
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Yeah.

What they said.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Xpert on Fri, 01 Feb 2008 12:18:28 GMT
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Knowing Spoony, he probably doesn't know where to get it. Someone else will have to upload it.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by reborn on Thu, 07 Feb 2008 01:29:13 GMT
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Something like this spoony? I will need a little more direction on where to place the walls.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Spoony on Thu, 07 Feb 2008 19:17:23 GMT
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basically an overhang shaped like this, seeing it from halfway up the hill:

however, it horizontally covers the entire hill, so it'd be immediately above the technician's head too

From the hill, an arty or MRLS could be able to see (and shoot) the top of the refinery:

but no other hillcamping is possible.
Tanks can drive under the overhang.

how it'd roughly look from your own base

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Hitman on Wed, 13 Feb 2008 16:00:59 GMT
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fuck hourglass, with or without edit!

Subject: Re: Can someone edit Hourglass slightly for me
Posted by IronWarrior on Wed, 13 Feb 2008 16:14:16 GMT
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Why do you want to destroy a westwood made map of ownage?

Subject: Re: Can someone edit Hourglass slightly for me
Posted by The Executor on Wed, 13 Feb 2008 16:37:36 GMT
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Then how will the vechs roll into the base if it gets covered up by walls?

Subject: Re: Can someone edit Hourglass slightly for me
Posted by LR01 on Wed, 13 Feb 2008 16:48:04 GMT
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I think you does this to prevent hill camping?

Subject: Re: Can someone edit Hourglass slightly for me
Posted by The Executor on Wed, 13 Feb 2008 16:53:42 GMT
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Spoony wrote on Mon, 28 January 2008 12:57
the intended result:
- arty or mrls on the hill can shoot over the overhang and hit the refineries
- no other hillcamping is possible
- players on the hill can't see the enemy WF and Airstrip so you can't see every tank rush they're planning
- if vehicles rush over the hill, they will be shielded from defences until they pass the blue line here

Please read the ENTIRE post before posting a pointless question that could have been answered by reading the thread instead of just skimming to see what is at the bottom.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by LR01 on Thu, 14 Feb 2008 08:21:56 GMT
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ow yes, I see, let me try

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Spoony on Thu, 14 Feb 2008 12:49:47 GMT
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IronWarrior wrote on Wed, 13 February 2008 10:14Why do you want to destroy a westwood made map of ownage?
it'd be better if there were some point going anywhere except the hill.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Dreganius on Thu, 14 Feb 2008 12:56:26 GMT
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This thread is relevant to my interests.

I like the idea. A lot.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by The Executor on Thu, 14 Feb 2008 16:58:32 GMT
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BEAT IT JUST BEAT IT!

I will do it for you it is so easy. I could put two ramps together so that they form like an outcropping hill but then vechs would already have a hard time going over it because of the high incline.

YES, actually I will play with is some a bit later.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by EA-DamageEverything on Thu, 28 Feb 2008 22:15:38 GMT
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Here are two modified files for copying into the DATA dir. Basically it blocks shooting at the ref. Screener

Download here=

```
File Attachments
1) NOD-B2B.jpg, downloaded 430 times
```

2) `Hourglass_antiB2B.zip`, downloaded 75 times

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Spoony on Thu, 28 Feb 2008 22:18:22 GMT
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I don't think you read my request very carefully

Subject: Re: Can someone edit Hourglass slightly for me
Posted by reborn on Fri, 29 Feb 2008 06:26:48 GMT
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Oh shit sorry, I totally forgot about this, I will do it soon.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by EA-DamageEverything on Fri, 29 Feb 2008 13:28:18 GMT
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I wanted to give you an example how it can look like and yes -I read your post. I have very limited skills at LE yet, but I thought it can be done in this direction.

The criterias were:

No HC anymore. The highest points in the enemy base are the ref towers. The Sydney wall was used for the corepatch-modified maps (Complex, Snow etc) in the same way.

Inf should not be able to go uphill to spot enemy rush preparations. I agree, I only made this half-way reliable. For this, only the Tiberium field should be free to walk/drive on. Infantry (except Mutants & Chemos) would die when reaching the top then.

And for the third, making rushes invincible in certain areas, this is moronism IMHO. Thinking of the range an AGT or an Obelisk has on every map -where is the goal in shorten it in a small map like Hourglass?An BTW, tanks will only get shot when they are crossing the edge at the enemy downhill gradient.

Nevertheless, the best solution would be a totally foggy hilltop. But then you have to enforce players with bhs.dll only.

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Spoony on Fri, 29 Feb 2008 14:25:22 GMT
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you really, really didn't read the criteria

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Spoony on Wed, 14 May 2008 14:01:07 GMT
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bump :/

Subject: Re: Can someone edit Hourglass slightly for me
Posted by IronWarrior on Wed, 14 May 2008 15:03:37 GMT
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Damn, this is a old topic and no one helped?

Subject: Re: Can someone edit Hourglass slightly for me
Posted by reborn on Wed, 14 May 2008 16:19:01 GMT
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I kept forgetting. It's still needed then I guess?

Subject: Re: Can someone edit Hourglass slightly for me
Posted by Spoony on Wed, 14 May 2008 16:29:20 GMT
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needed? not needed. I'd very much like it.