
Subject: C&C_Fjords official release
Posted by [Aircraftkiller](#) on Fri, 16 Sep 2011 21:54:20 GMT
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It's finally out. Four months worth of work has culminated in this, quite possibly the most detailed Renegade level made so far.

Download: <http://www.3dholmes.com/downloads/Renegade/Fjords.rar>

You won't need to change anything or do anything special beyond having scripts 4.0 installed. I renamed Fjord to Fjords so that it will avoid any *.THU problems or naming issues with servers that ran it during the beta tests. Make sure you install the Dazzle.ini file I've bundled with the *.RAR so you can see the nuclear flare that was supposed to be in Renegade.

It was a pleasure working with everyone, I appreciate all of your bug reports and nitpicking. Your help made this become a reality.

Subject: Re: C&C_Fjords official release
Posted by [kamuixmod](#) on Fri, 16 Sep 2011 22:11:13 GMT
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nice nuke, may i get it from you?

Subject: Re: C&C_Fjords official release
Posted by [Aircraftkiller](#) on Fri, 16 Sep 2011 22:13:03 GMT
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Quote:Make sure you install the Dazzle.ini file I've bundled with the *.RAR so you can see the nuclear flare that was supposed to be in Renegade.

Subject: Re: C&C_Fjords official release
Posted by [NACHO-ARG](#) on Fri, 16 Sep 2011 22:22:54 GMT
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at last the final release, cant wait to play it, thanks a lot man.

Subject: Re: C&C_Fjords official release
Posted by [roszek](#) on Fri, 16 Sep 2011 23:25:01 GMT
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nice

Subject: Re: C&C_Fjords official release
Posted by [NACHO-ARG](#) on Fri, 16 Sep 2011 23:31:08 GMT
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it suppose that the arty light be like this or did i intalled something wrong? also when i get closer to the falls my FPS drecreases to a 16 lol, doesnt matter anyway that fall is awsoneness.

Subject: Re: C&C_Fjords official release
Posted by [Aircraftkiller](#) on Fri, 16 Sep 2011 23:35:38 GMT
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I enabled the headlights with the dazzle.ini.

Subject: Re: C&C_Fjords official release
Posted by [crazfulla](#) on Sat, 17 Sep 2011 04:33:20 GMT
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dazzle.ini + shaders = <http://www.youtube.com/watch?v=juFZh92MUOY>

Subject: Re: C&C_Fjords official release
Posted by [Spoony](#) on Sat, 17 Sep 2011 18:44:31 GMT
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gone over it on a single player lan

appearance-wise it obviously looks great, not that i care.

gameplay-wise, i must say i'm impressed. it doesn't really play like renegade. there's less overall strategy but more individual tactics, if you follow me... which would certainly mix it up in a rotation of the default maps.

infinite infantry ammo should definitely be on.

i like the fact both sides have offensive infantry options that suit the two factions' styles - nod the tunnels, gdi the gunner (APC full of gunners seems like it'll work well here, especially early)

my only concern is... what do you see being the counters to aircraft? they seem like they'll be a little too dominant for controlling the field and preventing enemy offense, especially the apache. how do the orca and apache fare against each other, for example? the apache seems like it'll easily defeat any gdi ground vehicle, including the MRLS; the light tank can't shoot high enough for orcas anymore. seems like any vehicle offense besides stanks will have to bring some anti-air infantry along, and again, this seems to favour Nod since the apache is obviously gonna handle that better than the orca...

perhaps we could have a Fjord night with just this map on repeat so i can thrash this sort of thing out

Subject: Re: C&C_Fjords official release
Posted by [Aircraftkiller](#) on Sat, 17 Sep 2011 18:53:51 GMT
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I felt that there was a lot of available strategy with the layout - I didn't want it to be yet another "base defenses inside of a canyon with a kill zone", I wanted people to be able to choose where they attack, for better or worse.

Those decisions have a consequence. You can take the front door and go after the defenses, or you can attempt to pass behind them and attack less vital structures (Comm Center/Tiberium Silo) on the way to critical ones (Power Plant/Refinery/Adv. Comm/Shrine) so that the game-play wouldn't become a clone of Under/Field/Hourass.

Every weapon that fires a rocket is capable of destroying aircraft. The Mammoth Tank and MRLS excel at this... The MRLS, more so, since it can engage Apaches before they can attack. Nod's Recon Bike and the Stealth Tank are also great options for anti-aircraft vehicles. Rocket Soldiers, Gunner, PIC/Rail-gun are also great options.

I've balanced out the Apache and the Orca so that they do the same damage - the amount of missiles an Orca can fire does roughly the same damage as 75 cannon shots from an Apache. I've tested this all out on St0rm - MRLS were definitely a good counter against Apaches. AA defenses are quite lethal, especially base defenses. The AGT is nothing to ignore, and the SAM Sites just murder aircraft.

Subject: Re: C&C_Fjords official release
Posted by [Spoony](#) on Sat, 17 Sep 2011 19:16:13 GMT
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the base defences are fine against aircraft, but it's aircraft controlling the main field and preventing offense i'm worried about.

can't an apache easily defeat a mammy or mrls simply by flying above it? isn't a competent apache bound to win against an mrls? yeah, i expect rockets will be OK at damaging aircraft, but

won't an apache just murder them before they get through a clip? i would certainly think PIC/Rav should make good anti-air; given the map size there seems little else for them to do besides defend the Nod high road or GDI WF-side.

i suppose it'll simply require a mix of units, something of which i'm in favour, by the way.

i also recommend that donate is off for the first five minutes; basically puts a cap on how early aircraft can come into play.

Subject: Re: C&C_Fjords official release
Posted by [Aircraftkiller](#) on Sat, 17 Sep 2011 20:04:02 GMT
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Well, I tried to specialize the aircraft into certain roles. I didn't feel comfortable with them being murder machines equipped with two powerful weapons. As you can tell, the Orca's missiles have a good range and are quite powerful, and the Apache's cannons have the same range with an emphasis on sustained attacking.

When I changed the Apache munitions to "shell" instead of "steel", they seem to do less damage versus infantry. Which isn't bad, since they can still kill most infantry efficiently, but it takes a bit more now.

And yes, you're right - it does require a mix of units. I had no troubles taking out Apaches with my MRLS or Mammoth. Even if they fly directly overhead, the missiles do have a high turn rate and can hit them enough to make them retreat. Apaches are better off attacking by using the trees as cover, Airwolf style.

Recon Bikes and Stealth Tanks are actually really nice options versus Orcas. Recon Bikes are the best choice, since they're extremely fast and are a very small target - it's difficult to hit them with Orcas.

Subject: Re: C&C_Fjords official release
Posted by [Generalcamo](#) on Sat, 17 Sep 2011 23:08:14 GMT
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I do have a few recommendations for this map.

The atmosphere soundwise is a little, bland. I know how to modify each of the missiles so they are less bland. Imagine a SAM missile just barely missing, and hearing the whoosh coming from it. Similar to what APB does, except with your excellent graphics on it too. I could also retouch the apache some more, and get the beta orca in this map too.

EDIT: by some sort of coincidence, I have a large amount of beta assets. I just need to fix them up

to add the dazzles someone removes.

Subject: Re: C&C_Fjords official release
Posted by [Aircraftkiller](#) on Sat, 17 Sep 2011 23:26:03 GMT
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It's too late to change anything - if you wanted it changed you should've brought it up when it was still in beta.

Regarding the helicopters, I didn't want to spend yet more time bug-testing extra vehicles. Thanks for the offer but I must respectfully decline.

Subject: Re: C&C_Fjords official release
Posted by [Generalcamo](#) on Sun, 18 Sep 2011 03:30:23 GMT
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Understood. I love the map though. And that fix provided too!

Subject: Re: C&C_Fjords official release
Posted by [ChewML](#) on Mon, 19 Sep 2011 05:14:33 GMT
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Wow, I am not gonna comment on balance or game play because I only played it once... but man, that is one good looking map. Awesome work on that mammoth tank.

Subject: Re: C&C_Fjords official release
Posted by [Gohax](#) on Mon, 19 Sep 2011 05:38:12 GMT
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@Spoony: Mammoths pretty much dominate apaches, alt fire. So, countering them shouldn't be too hard.

Also, ACK, you mentioned installing dazzle.ini in your first post. If the map downloaded via the auto-downloader, will the dazzle.ini have installed with it?

Subject: Re: C&C_Fjords official release
Posted by [Aircraftkiller](#) on Mon, 19 Sep 2011 06:32:44 GMT
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I really don't know. Try it out sometime, remove the dazzle.ini from your Renegade folder and play

Fjord on st0rm.

Subject: Re: C&C_Fjords official release

Posted by [Spoony](#) on Mon, 19 Sep 2011 09:01:24 GMT

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Gohax wrote on Sun, 18 September 2011 22:38@Spoony: Mammoths pretty much dominate apaches, alt fire. So, countering them shouldn't be too hard.

I would love that to be the case, but I have a hard time picturing it... if the apache just flies above the mammy, can the mammy rockets really hit it?

btw, what i'd love to happen is for a server to have the map on repeat and we have a Fjords night, i'll get a bunch of teamspeak players in to thrash the map out properly

Subject: Re: C&C_Fjords official release

Posted by [Gohax](#) on Mon, 19 Sep 2011 15:10:43 GMT

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Spoony wrote on Mon, 19 September 2011 02:01Gohax wrote on Sun, 18 September 2011 22:38@Spoony: Mammoths pretty much dominate apaches, alt fire. So, countering them shouldn't be too hard.

I would love that to be the case, but I have a hard time picturing it... if the apache just flies above the mammy, can the mammy rockets really hit it?

btw, what i'd love to happen is for a server to have the map on repeat and we have a Fjords night, i'll get a bunch of teamspeak players in to thrash the map out properly

st0rm may be able to do this. Loads of st0rm players like the map, and I know Wilo himself does.

Also, about getting straight above the Mammy, I'm not sure. My situation was that I was in an apache, against 2 mummies. I stood no chance at all. I was about the size of the ob in the air and went down quickly :/

Subject: Re: C&C_Fjords official release

Posted by [Gen_Blacky](#) on Tue, 20 Sep 2011 06:36:21 GMT

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dazzle.ini should be part ttfs package for only fjord if possible.

We did the same thing in rxd and its looks stupid when your far away.

<http://www.renegadeforums.com/index.php?t=msg&goto=343945&rid=21615>

Makes some adjustments so it works better.

It would be better of adding emitters to the headlight and backlight bones I think.

Subject: Re: C&C_Fjords official release

Posted by [rnutk](#) on Tue, 20 Sep 2011 10:19:30 GMT

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thank you ACK!

always love your maps!

I appreciate large maps with great environment.

will be my favorite map, together with C&C_Last_Stand and C&C_MutationRedux...

With TT-Patch (4.0) is there a need of install the Dazzle.ini ?

By the way, here is a complete listing (i guess) of your maps beside CP2:

Without Original Renegade, CP1 & CP2:

- C&C_Bunkers.mix | Version 2.0
- C&C_Basin.mix | Version 1.2
- C&C_BasinTS.mix | Version 2.0
- C&C_Beach.mix | Version 1.0
- C&C_City_Flying_Exp.mix | Version 1.2
- C&C_Country_Meadow.mix | Version 2.0
- C&C_CYTeamDM | Version 1.0
- C&C_DMCenter.mix | Version 1.0
- C&C_DMCenterTS.mix | Version 2.0
- C&C_DMConYard | Version 1.1
- C&C_Eglin_AFB.mix | Version 1.0
- C&C_Fjords.mix | Version 1.0
- C&C_Flight_Deck.mix | Version 1.0
- C&C_Forest_Trail.mix | Version 1.0
- C&C_Glacier.mix | Version 1.1
- C&C_GlacierTS.mix | Version 2.0
- C&C_Golf_Course.mix | Version 1.0
- C&C_Land.mix | Version 1.0
- C&C_Mars.mix | Version 1.0
- C&C_MedicalLevel | Version 1.1
- C&C Metro | Version 1.0
- C&C MetroTS | Version 2.1
- C&C_Metropolis.mix | Version 1.0
- C&C_Mines.mix | Version 1.3

C&C_MinesTS.mix | Version 2.1
C&C_River_Canyon.mix | Version 1.0
C&C_River_Raid.mix | Version 1.0
C&C_River_RaidTS.mix | Version 2.0
C&C_The_Woods_Today | Version 1.0

Subject: Re: C&C_Fjords official release
Posted by [crazfulla](#) on Tue, 20 Sep 2011 11:43:29 GMT
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Aircraftkiller wrote on Sun, 18 September 2011 23:32I really don't know. Try it out sometime, remove the dazzle.ini from your Renegade folder and play Fjord on st0rm.
You will have to remove half the contents of your data folder also as the anti-cheat bitches about every little harmless w3d...

Subject: Re: C&C_Fjords official release
Posted by [Gohax](#) on Tue, 20 Sep 2011 14:58:39 GMT
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crazfulla wrote on Tue, 20 September 2011 04:43Aircraftkiller wrote on Sun, 18 September 2011 23:32I really don't know. Try it out sometime, remove the dazzle.ini from your Renegade folder and play Fjord on st0rm.
You will have to remove half the contents of your data folder also as the anti-cheat bitches about every little harmless w3d...

Yeah... I got refused to a server because of a lightpost model.. wtf

Subject: Re: C&C_Fjords official release
Posted by [MUDKIPS](#) on Tue, 20 Sep 2011 20:52:37 GMT
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fjords is fucking EXCELLENT

Subject: Re: C&C_Fjords official release
Posted by [crazfulla](#) on Wed, 21 Sep 2011 05:40:59 GMT
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Gohax wrote on Tue, 20 September 2011 07:58crazfulla wrote on Tue, 20 September 2011 04:43Aircraftkiller wrote on Sun, 18 September 2011 23:32I really don't know. Try it out sometime, remove the dazzle.ini from your Renegade folder and play Fjord on st0rm.
You will have to remove half the contents of your data folder also as the anti-cheat bitches about every little harmless w3d...

Yeah... I got refused to a server because of a lightpost model.. wtf
<http://www.youtube.com/watch?v=tu6vOcJ3VvE>

Subject: Re: C&C_Fjords official release
Posted by [rrutk](#) on Wed, 21 Sep 2011 10:27:28 GMT
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Things I would like to see in gameplay:

- the old harvesters (is already booned and ready to go)
- the old GDI humvee (is already booned and ready to go)
- old havoc (locke), ready to go
- old sakura (has a bug)
- old NOD buggy (is already booned and ready to go)
- old NOD bike (is already booned and ready to go)
- the NOD SSM Missile-Launcher
- old NOD construction yard (lot of things to fix)
- old westwood outpost towers (ready to go)
- old GDI airstrip (ready to go)
- old communication centers (ready to go)
- Mutant Lab (Science Facility) again

- Old NOD flamer and medium tank are already in Fjord, thanks to ACK.

Subject: Re: C&C_Fjords official release
Posted by [Aircraftkiller](#) on Wed, 21 Sep 2011 16:48:52 GMT
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Remember, it's Nod, not NOD.

Subject: Re: C&C_Fjords official release
Posted by [Jerad2142](#) on Wed, 21 Sep 2011 19:19:26 GMT
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Aircraftkiller wrote on Wed, 21 September 2011 10:48Remember, it's Nod, not NOD.
Gdi

Subject: Re: C&C_Fjords official release

Posted by [Intradox](#) on Wed, 21 Sep 2011 19:20:49 GMT

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Jerad Gray wrote on Wed, 21 September 2011 12:19 Aircraftkiller wrote on Wed, 21 September 2011 10:48 Remember, it's Nod, not NOD.

Gdi

lol

Subject: Re: C&C_Fjords official release

Posted by [liquidv2](#) on Thu, 22 Sep 2011 22:22:59 GMT

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Government defense initiated

Subject: Re: C&C_Fjords official release

Posted by [MUDKIPS](#) on Mon, 26 Sep 2011 11:53:25 GMT

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Gaydi

Brotherhood of Nob

Subject: Re: C&C_Fjords official release

Posted by [crazfulla](#) on Tue, 04 Oct 2011 00:36:27 GMT

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Aircraftkiller wrote on Wed, 21 September 2011 09:48 Remember, it's Nod, not NOD.
YOU AR NOT JUST A GRAMAR NAZI AND YOU THE SMALL PENIS JUST YOU CREATE
FJORDS FLAYING FUCK YOU GRAMMAR NAZI....

Subject: Re: C&C_Fjords official release

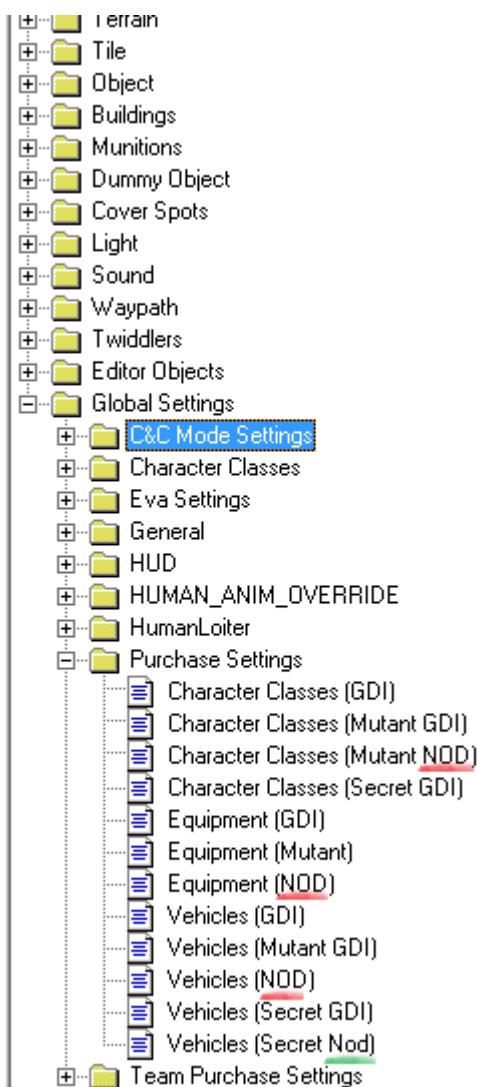
Posted by [Jerad2142](#) on Tue, 04 Oct 2011 01:18:52 GMT

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Westwood was still unsure if they liked NOD or Nod better when they made LE:

File Attachments

1) [Untitled.png](#), downloaded 629 times



Subject: Re: C&C_Fjords official release

Posted by [iRANian](#) on Tue, 04 Oct 2011 01:22:17 GMT

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they also spelled shit as "missile"

Subject: Re: C&C_Fjords official release

Posted by [Jerad2142](#) on Tue, 04 Oct 2011 21:37:16 GMT

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They could just be a name limit unless you're talking about actual preset names or strings (not their ID's) themselves.

Subject: Re: C&C_Fjords official release
Posted by [iRANian](#) on Tue, 04 Oct 2011 21:45:13 GMT
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The missile silo icon for Red Alert 1 says "Missile Silo".
