
Subject: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [rrutk](#) on Thu, 17 Nov 2011 10:27:44 GMT

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After months of work I release C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

It's the first public release, bugs may occur.

Download updated V1.01 here:

http://www.file-upload.net/download-3898680/CnC_Dunes_Naval_Flying.zip.html

or here:

<http://ul.to/vjse9ww6>

IMPORTANT:

1)

You WILL NEED to have Scripts 4.0 (TT-Patch) installed to play this map.

2)

As far as I know, this is the first, one and only naval map for C&C Renegade.

Please read this notes:

!!!!!!!!! EXIT a naval vehicle: FRONT ONLY !!!!!!!!!! Otherwise you will drown.

!!!!!!!!! Don't exit a submarine just for fun. It will be destroyed. !!!!!!!!!!

You have 2 repair zones at shipyard, marked with green seabuoys, as long as shipyard is alive. The red seabuoys are marking the construction zone!

Buy the naval vehicles at the terminals within the shipyard bulding.

Poke the terminals, as long as you see your money account has decreased.

Naval vehicles:

- SP GDI & Nod Gunboat (Primary Fire: Rockets; Secondary Fire: Anti-Submarine-Bombs)
- SP GDI & Nod Submarine (Torpedo Weapon)
- SP Personal Hovercraft (2 Seats)
- Old GDI & Nod Light Transport Hovercraft (a lot of seats, use like an APC, just naval)
- SP Heavy Transport Hovercrafts (much more seats, use like an APC, just naval)

3)

Flying vehicles are able to be automatically repaired at the helipads only.

Ground vehicles are able to be automatically repaired at the repair facilities only.

4)

If you loose your communications center, you will loose your radar.

5)

The mutant lab is not destroyable. You can buy different mutants there. They are NOT tiberium resistant or healable. Would be too much power.

6)

Server owners, please enable the extras:

Within the extras (press F8, enter "extras", press "ENTER"; after that hold "ALT" while selecting vehicle/char menu):

- SP Nod Commanche Attack Helicopter
- _ GDI Logan Logan
- GDI Civil Resistance
- Nod Mutant Petrova
- Nod Kane

KNOWN BUGS:

1. JFW_Change_Spawn_Character has a problem changing the chars at FIRST SPAWN. So probably you won't have the RA_Underwater_OnCustom script attached first spawn.
2. Seldom the naval vehicles are stucked after creation. I'm investigating the problem.
3. Shadow GDI Humvee missing, Vehicle needs to be redone

For the credits see the readme.txt

Have fun!

Scripts request:

What I also need is a script for a custom controlled destruction zone to use as a naval vehicle construction zone.

Or better: make a RA_Naval_PT_Pokable_2 with the use of destruction zones instead of explosion points!

At the moment I'm using about 35 different explosion points!

If there would be a possibility to block only naval vehicles, ground vehicles could be transported with the transport hovercrafts...

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [rutk](#) on Thu, 17 Nov 2011 10:29:24 GMT

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Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [renalpha](#) on Thu, 17 Nov 2011 14:41:25 GMT

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that is awesome great job.

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [Di3HardNL](#) on Thu, 17 Nov 2011 16:01:34 GMT

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Looks good, I hope to play it soon!

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [rutk](#) on Thu, 17 Nov 2011 17:53:55 GMT

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thx!

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [reborn](#) on Sun, 20 Nov 2011 11:57:14 GMT

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I look forward to playing it. It looks like you've put lots of effort into innovative content.

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [rrutk](#) on Tue, 22 Nov 2011 10:53:33 GMT

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22.11.2011: V1.01

- reset dynamic culling system, should boost FPS, but still no VIS yet
- added animation for GDI repair facility and fixed surface properties
- fixed surface properties Nod repair facility
- added arc for repair facilities & helipads
- fixed VAlpha Texture Old Nod Buggy
- fixed GDI Humvee Explosion
- added TreeEmitters to mix-file

Download-Links updated.

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [Generalcamo](#) on Fri, 25 Nov 2011 01:45:19 GMT

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How did you make it so that the ship sank with the animation?

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [Generalcamo](#) on Fri, 25 Nov 2011 02:21:21 GMT

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Also, could you PM me the map source files? I would like to fix a few problems in the map.

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [kamuixmod](#) on Fri, 02 Dec 2011 11:52:08 GMT

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i believe he edited or created a new explosion in which the w3d for the explosion the sink animation.w3d is

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [rrutk](#) on Fri, 02 Dec 2011 20:15:22 GMT

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no, simply used a script replace after death.

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [Xpert](#) on Fri, 02 Dec 2011 21:01:35 GMT

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Are the known bugs fixed for this map? I want it to be as close to bug free as possible before I attempt to run this on St0rm.

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [kamuixmod](#) on Fri, 02 Dec 2011 23:54:17 GMT

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rrut, kannst du genau angeben welches script und was du eingefügt hast?

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [rrutk](#) on Sat, 03 Dec 2011 17:50:38 GMT

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kamuixmod wrote on Fri, 02 December 2011 16:54rrut, kannst du genau angeben welches script und was du eingefügt hast?

JFW_Spawn_Object_Death

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [rrutk](#) on Sat, 03 Dec 2011 17:52:47 GMT

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Xpert wrote on Fri, 02 December 2011 14:01 Are the known bugs fixed for this map? I want it to be as close to bug free as possible before I attempt to run this on St0rm.

Generalcamo wanted to do some terrain improvements. Dunno if he is doing it or not.

I've fixed everything I could fix without feedback of testing games...

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [Generalcamo](#) on Sun, 04 Dec 2011 16:23:22 GMT

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I am, trying to. It appears that it was made in gmax, and that is VERY unstable. I had about 20 crashes... each day.

In the mean time, I could make gameplay improvements. I don't see the point in making helipads repair helicopters, when there a service depot for that! I am thinking of making it allow you to buy helicopters via Pokable Pts, like the naval units. In addition, the one thing that I can do without risking gmax crashing is add TD style SAM sites.

Subject: Re: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

Posted by [rrutk](#) on Sun, 04 Dec 2011 18:14:08 GMT

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Generalcamo wrote on Sun, 04 December 2011 09:23 I don't see the point in making helipads repair helicopters, when there a service depot for that! I am thinking of making it allow you to buy helicopters via Pokable Pts, like the naval units.

Having helis delivered at the pads was something I originally planed, but because MDB_Exp_Vehicle-Logic works only in a mod-package and not a mix-map I decided not to do so.

I don't like buying vehicles at purchase points - it's better to have to original logic with the icon menu at PT.

the naval PT's are so sayed a stopgap.
