Subject: C&C_Airraid *wip*
Posted by zunnie on Mon, 26 Mar 2012 05:21:05 GMT
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VIDEO: http://www.youtube.com/watch?v=bX1aju0g004

This map will have 4 Helipads for each team on the main islands (where the tibfield is).
There will be one Tib Silo for each team giving 7$/sec inside the Tiberium Fields.
Then on the elevated part of the island (where the two little big rocks are)
there will be repair pads to repair your choppahs.

The aircraft carrier in the center of the map can be 'captured' and
its deck can then be used to refill your heli's with new ammo.

I might or might not add man-able cannons on the deck, or anti aircraft stuff...

Hmm

Subject: Re: C&C_Airraid *wip*
Posted by zunnie on Mon, 26 Mar 2012 11:56:24 GMT
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Here some more WIPs:

Subject: Re: C&C_Airraid *wip*
Posted by zunnie on Tue, 27 Mar 2012 00:01:04 GMT
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http://www.youtube.com/watch?v=bX1aju0g004

Little video of a test play

Subject: Re: C&C_Airraid *wip*
Posted by Gen_Blacky on Tue, 27 Mar 2012 00:29:42 GMT
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does the water have a liner offset? I didn't see it moving and you should bump map the water.

Subject: Re: C&C_Airraid *wip*
Posted by zunnie on Tue, 27 Mar 2012 02:16:57 GMT
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Its working fine for me O.o it moves and reflects and all that O.O

Subject: Re: C&C_Airraid *wip*
Posted by zunnie on Tue, 27 Mar 2012 05:03:08 GMT
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2 ingame shots:

Subject: Re: C&C_Airraid *wip*
Posted by Spyder on Tue, 27 Mar 2012 11:41:01 GMT
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Really? I just don't get the point of creating all this shit. The maps look like crap in my opinion.
What is this? Who can create most maps in as little time possible?

Seriously...post some quality once and I might have an actual reason to say something looks
good.

Subject: Re: C&C_Airraid *wip*
Posted by zunnie on Tue, 27 Mar 2012 11:49:40 GMT
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I think they look fine, and i didnt make these maps in a week, i had them made up for TCW
before, all i needed to do was port it to renegade.

Kthxbai

Subject: Re: C&C_Airraid *wip*
Posted by sla.ro(master) on Tue, 27 Mar 2012 12:51:32 GMT
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zunnie wrote on Tue, 27 March 2012 14:49I think they look fine, and i didnt make these maps in a week, i had them made up for TCW before, all i needed to do was port it to renegade.

Kthxbai

your own maps of course you say are fine. Do we care if you port them to ren? we don't need more poor quality maps, ren already have enough of those type.

@Spyder, your right, his making maps with such low quality, he could put more work on them. i can't say I'm good mapper, but even as consumer i don't like them.

Subject: Re: C&C_Airraid *wip*
Posted by zunnie on Tue, 27 Mar 2012 15:08:43 GMT
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We had plenty of fun on the map earlier with 10 or so people, the map plays out great
SO i dont really care what you guys think of it.
Out of 20 people i talked to about 15 loved or liked the map, which is good enough for me.

Subject: Re: C&C_Airraid *wip*
Posted by Aircraftkiller on Tue, 27 Mar 2012 17:03:01 GMT
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I've avoided giving you any critique because you don't appear to be interested in improving your craft. Why post anything here if you're going to dismiss legitimate criticism of your work? You're wasting your time and ours by spamming the forum with maps that you put together in an hour.

Subject: Re: C&C_Airraid *wip*
Posted by cmatt42 on Tue, 27 Mar 2012 17:47:54 GMT
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I joined during test 14, I think it was. Here are my thoughts, some I've already shared:

- Lose the sniper rifle, replace it with the single-shot ramjet.
- The control point should be "owned" immediately when capturing first begins. This is so that one team doesn't do almost all of the capturing and the other team can just come in at the last moment and capture it for themselves. They should have to work for it. In other words, pretty much make them work how the control nodes work in Unreal Tournament.
- I'm not sure if you've chosen to alter the chinooks, but they should be more beefy. Actually using them to transport infantry to the enemy base or the ship could be pretty exciting.

I have put in the single shot ramjet now
The control point capturing can be done that way too, ie: team it as soon as repairs have begun.
I didnt alter the chinook at all though, its standard just like in normal games.
Maybe i should lower the amount of credits you get from the silo's.
That or make the Chinooks free so they are actually used. Hmm.