
Subject: [MAP] Whoreglass
Posted by [zunnie](#) on Wed, 04 Apr 2012 10:53:16 GMT
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DOWNLOAD: <http://ren.game-maps.net/index.php?act=view&id=1426>

This map is somewhat inspired by Hourglass from Westwood Studios. Somewhat resembling a hourglass it has good access to the enemy base by foot and tank. There are two powerplants on this map and no refineries but Tiberium Silo's three on each side granting an income of \$6 credits a sec.
Very fun map if you ask me

Mapper Resources: [3DSMax8 Source File](#) | [Leveledit Source](#)

Subject: Re: [MAP] Whoreglass
Posted by [NACHO-ARG](#) on Wed, 04 Apr 2012 12:33:03 GMT
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i like it, but you should deform the terrain a bit so it doesnt look too flat

Subject: Re: [MAP] Whoreglass
Posted by [sla.ro\(master\)](#) on Wed, 04 Apr 2012 19:06:30 GMT
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wth is this? is this wip? hourglass edited? wow... is ugly..

no light post, too dark, the design isn't original (hourglass is better..), same trees as for all maps, more detail maybe will help....

you should understand that your not good mapper..

Subject: Re: [MAP] Whoreglass
Posted by [TankClash](#) on Wed, 04 Apr 2012 19:12:06 GMT
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He did add the source files, lets see you have a go.

Subject: Re: [MAP] Whoreglass
Posted by [Ani](#) on Wed, 04 Apr 2012 19:45:55 GMT
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sla.ro(master) wrote on Wed, 04 April 2012 12:06wth is this? is this wip? hourglass edited? wow... is ugly..

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I thought the argument people have for playing Renegade was the core gameplay itself, and not the graphics and other useless shit.

Since you seem to criticize other people's work, barely do your own and take credit for other people's work (XiiXeno - oh wait, he left you) - then maybe you should release something people would like to see? I mean, look at your bot. It's all the same color texts and shit, and you're a sloppy programmer. You should understand you don't have a point.

Subject: Re: [MAP] Whoreglass
Posted by [zunnie](#) on Wed, 04 Apr 2012 20:04:12 GMT
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Please dont quote that n00b. Now i was forced to read his otherwise ignored message...

Anyhow, this is not hourglass edited, it was done from scratch and the gameplay on the map is great.
I like it, others like it, some others dislike it. Big deal

Subject: Re: [MAP] Whoreglass
Posted by [sla.ro\(master\)](#) on Wed, 04 Apr 2012 21:08:15 GMT
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zunnie wrote on Wed, 04 April 2012 23:04Please dont quote that n00b. Now i was forced to read his otherwise ignored message...

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oh.. the anti xwis guy talks, you need to accept dislikes, not act like a stupid.

Olaf should ban (your server from listing), from being a asshole about their server, if you don't like their services, don't use them, remain on gamespy and spam there like you do.

Subject: Re: [MAP] Whoreglass

Posted by [Reaver11](#) on Wed, 04 Apr 2012 21:16:58 GMT

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Well your map has 86406 polys.
Your small bushes take up 62080. (bush1 grouped)

So 72% of your map consists out of small tiny bushes...

Hourglass has in total 10691 polys.
(With vis planes!)

I just had a random search through turbosquid to give you an idea what you can make for way less polygons and mainly to show you that for what your map is it has way to many polygons.
<http://www.turbosquid.com/3d-models/russian-car-fiat-vaz-max/271464>

You really need to think out your map ideas better not only in terms of theme (or the big rock in the middle of the map) also under the hood.

- Consider decreasing the amount of polys for this map it is way too high for what it is.
- Think of different ways to decorate your map.
- Work on your theme (Palm trees in a canyon?)
- You have a foliage shape in 3DS to make random trees or configure different ones (You can set a randomiser to make each tree unique).

I'm not going to debate the gameplay.
Sorry Zunnie technically the map is not done at all.

Please work more on your ideas before you release them.
You really release your stuff way to fast.

Subject: Re: [MAP] Whoreglass
Posted by [Ani](#) on Wed, 04 Apr 2012 21:29:49 GMT

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sla.ro(master) wrote on Wed, 04 April 2012 14:08zunnie wrote on Wed, 04 April 2012 23:04Please dont quote that n00b. Now i was forced to read his otherwise ignored message...

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"Not act like a stupid"

> like a stupid
> stupid

I'm pretty sure what zunnie said about "XWIS remaining" down was a joke or something. That is very unusual coming out of him.

Subject: Re: [MAP] Whoreglass
Posted by [C4Smoke](#) on Wed, 04 Apr 2012 21:42:45 GMT
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sla.ro(master) wrote on Wed, 04 April 2012 14:08zunnie wrote on Wed, 04 April 2012 23:04Please dont quote that n00b. Now i was forced to read his otherwise ignored message...

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Olaf should ban (your server from listing), from being a asshole about their server, if you don't like their services, don't use them, remain on gamespy and spam there like you do.

You sound mad that your mod is shit compared to his, you also sound mad that your server isn't anywhere near as popular as his ohh and you sound mad that they kicked you out of your own mod. You also sound mad that you fail at mapping so you need to take it out on someone who is learning. Oh and he is double of a programmer then you and he put so much into Renegade community what have you done? You are one of the most hated people in this community. Ohh and your mod is shit g?G

Great work Zunnie I love your maps they are fun, but you need to come up with something Original I am not trying to say they are bad maps but almost all your maps are the same in style. I also don't get why you put so many tiberium silos on it I think one would of been plenty, or if you were gonna put alot then scadder them all around the base and not just in one spot?

Subject: Re: [MAP] Whoreglass
Posted by [Dev*](#) on Wed, 04 Apr 2012 21:47:05 GMT
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Pretty good map. But the lack of light will put me to sleep

Other then that overall it looks like a good map

Subject: Re: [MAP] Whoreglass
Posted by [Xpert](#) on Thu, 05 Apr 2012 04:58:41 GMT
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Reaver11 wrote on Wed, 04 April 2012 17:16 Well your map has 86406 polys.
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You really release your stuff way to fast.

I'm gonna have to agree with Reaver. All the maps you release look the same and they're all too simple. Your goal is probably just the gameplay, if so, some of them do have interesting gameplay. But as for the looks, they're all too simple looking. The same terrain, the same bushes, the same trees. That and the poly's are way too high for what the map is.

As for sla.ro, zunnie never said he was a good mapper. Zunnie releases all his stuff to the public, giving people the option to have a go at making it better. Don't get all butt hurt just because his mod got more publicity than yours did.

If his stuff is shit, go make your own version of it then if it helps you sleep at night.

Subject: Re: [MAP] Whoreglass
Posted by [sla.ro\(master\)](#) on Thu, 05 Apr 2012 07:09:02 GMT
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Xpert wrote on Thu, 05 April 2012 07:58

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If his stuff is shit, go make your own version of it then if it helps you sleep at night.

why you talking about those 2 mods? the subject is about his map. I tried to make maps, i failed in some points (details, some textures not really realistic), i need to learn from others (games, peoples, etc.) how to make them better. also i will try make my own (sniper or aow, i don't know yet) map.

ps: last post here, this will never stop if someone doesn't stop.

Subject: Re: [MAP] Whoreglass

Posted by [reckneya](#) on Thu, 05 Apr 2012 11:17:37 GMT

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Those trees on the far left and far right look like they would make it very hard to navigate a rush through with even the slightest lag. So any rush will come from the hill.

I miss tunnels. No tunnels means tactics involving tunnels are not on the menu in this map, lessening the amount of variables in the possible outcome. Less variables means the game play will become dull quicker once a game is not finished in 10 minutes.

The amount of trees in the back of each base is large. If that's a good sniper spot to shoot camping hill vehicles it probably could've done with much less trees.

I like the idea of 3 silos and no ref, and their position on the map is interesting, though 1 beacon will most definitely take out 2 silos. It looks like you had a ref at both bases before, but deleted it and put a second powerplant there. This says something about how well you planned your idea ahead. It gives me the idea you just started to make "something" and found out along the way to change it.

The buildings are very far away from each other. If the left GDI PP is under attack and you're in the WF as GDI, you're screwed, no way you can get there in time.

I'm sorry man, it's not my kind of map. I wish you would put more time in these things, cause you don't lack the ideas at all. You just seem to stop when others think they got a good basis for an actual map. Look at the terrain. If this map was to be evaluated by Peter Griffin from Family Guy he would comment he hasn't seen flat land like that since the US nuked Japan. It's so flat zunnie. Make some dents and small bumps. Take out 70% of the trees. Use some other theater decoration. There's probably a lot you can do with this map, and if you'd consider this a work in progress you'd be 50% done, in stead of releasing it as a finished thing.
