
Subject: Project Westwood

Posted by [zunnie](#) on Fri, 03 May 2013 16:48:51 GMT

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http://www.ultraaow.com/project_westwood.php

What is Project Westwood?

Project Westwood is a project recently started up by the developers of the NewMaps 4.0 server to apply a big facelift to the original Westwood Studios maps like Field, Mesa, Walls, Hourglass etcetera.

Discuss...

Subject: Re: Project Westwood

Posted by [ehhh](#) on Fri, 03 May 2013 17:38:15 GMT

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if it was like the mesa game i played last night

that was awful

Subject: Re: Project Westwood

Posted by [zunnie](#) on Fri, 03 May 2013 17:45:58 GMT

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Opinions on that differ BUT: the mesa map was just a test version, we still have to replace the textures on that one and some other stuff.

Subject: Re: Project Westwood

Posted by [Generalcamo](#) on Fri, 03 May 2013 19:05:02 GMT

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There is already a facelift done on Hourglass and Field, so there is no need for those.

Subject: Re: Project Westwood

Posted by [ehhh](#) on Fri, 03 May 2013 19:30:33 GMT

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just thought the snow and all the trees in the infantry zone was just silly

didn't like the rep pad and the silos near the bridge too

Subject: Re: Project Westwood

Posted by [Gen_Blacky](#) on Fri, 03 May 2013 20:50:42 GMT

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their already "facelift" for all those maps like 5 different versions per map.

Subject: Re: Project Westwood

Posted by [zunnie](#) on Fri, 03 May 2013 21:08:46 GMT

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Here some ingame screenshots of Walls Flying's beta 2

Subject: Re: Project Westwood

Posted by [danpaul88](#) on Fri, 03 May 2013 21:17:26 GMT

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The last screenshot looks kind of OK (although the wood parts seem badly proportioned), the rest... that grass is far, far, FAR too green for wild grass... or any grass for that matter. Looks more like the whole map is one huge toxic dumping ground for neon green sludge >.<

Just my opinion...

Subject: Re: Project Westwood

Posted by [Aircraftkiller](#) on Fri, 03 May 2013 22:07:41 GMT

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Don't bother critiquing it. He thinks maps with 500 default Renegade palm trees with no rotation/scaling whatsoever is the pinnacle of artistic achievement

Subject: Re: Project Westwood

Posted by [zunnie](#) on Fri, 03 May 2013 22:31:33 GMT

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haha

Subject: Re: Project Westwood

Posted by [Aircraftkiller](#) on Fri, 03 May 2013 22:42:22 GMT

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zunnie wrote on Fri, 03 May 2013 18:31

We know.

Subject: Re: Project Westwood

Posted by [BAGUETTE](#) on Fri, 03 May 2013 23:00:41 GMT

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Visual Issues

1. I thought this was meant to improve the map by giving it a facelift, just seems to me you've added in a bunch of textures and a fail bush/tree here and there.

2. The wood texture looks really plain and linear.

3. GREEN

Gameplay Issues

1. What is with the big huge building to the far left of the base entrance

To me, that just seems like you are removing a vital access point for people to escape their base or sneak out during their base with a vehicle, whilst their base is getting assaulted.

1.a Also that thing promotes camping if people can enter it, the map is bad enough with people sat on the walls, cant wait till all the noobs go "oh look a new thing for me to hide in and i'll put in 110% to be a bigger baguette".

1.b If people can't enter it, whats the point of it anyway

2. Turrets are retarded, and so is that turret positioning, if that big building were to disappear, that pointy out bit of the turret of it is going to annoy arties that were on the sides trying to fall back.

3. Sam sites are retarded(especially on such a small map)

4. Sam sites are retarded, makes it easier to detect if a flying unit has entered their base(since it

will be shooting at/near the powerplant at the unit), when players should actually be using their brain and paying attention anticipating that to happen.

5. Is that a helipad I see up ontop of a cliff? Does it repair?

5.a. Helipad will stop people jumping out of their tanks to repair, which is part of the original gameplay.

5.b. The map is small, if a team manages to hold the top, its already going to be a pillage festival, flying vehicles can go back into the battle in half the time now.

Subject: Re: Project Westwood

Posted by [liquidv2](#) on Sat, 04 May 2013 05:19:59 GMT

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adding all the extra stuff (turrets, SAM sites, randomly placed bunkers) doesn't give it a "facelift" unless you're trying to make it look like The Joker

Subject: Re: Project Westwood

Posted by [Goztow](#) on Sat, 04 May 2013 10:04:57 GMT

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Just a few first impressions:

- too much green
 - too much extra defenses, it's already a camp map...
 - doesn't actually look better
-

Subject: Re: Project Westwood

Posted by [nikki6ixx](#) on Sat, 04 May 2013 17:14:56 GMT

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If this is a 'facelift,' then it's the Renequivalent to Joan Rivers.

Subject: Re: Project Westwood

Posted by [ehhh](#) on Sat, 04 May 2013 17:31:51 GMT

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its like a 5 year old putting 100 stickers on his bike because he thinks its cool

Subject: Re: Project Westwood

Posted by [eatcow0](#) on Sat, 04 May 2013 20:05:37 GMT

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no offense zunnie, but I think your facelift has been proceeding backwards. I appreciate the project idea, and think its an awesome project, but those screenshots do look terrible.

Subject: Re: Project Westwood

Posted by [-TLS-DJ-EYE-K](#) on Sat, 04 May 2013 22:49:11 GMT

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Aircraftkiller wrote on Sat, 04 May 2013 00:07Don't bother critiquing it. He thinks maps with 500 default Renegade palm trees with no rotation/scaling whatsoever is the pinnacle of artistic achievement

Says the Guy who made Fjords, bwahahahahhahahahaha....

Subject: Re: Project Westwood

Posted by [ehhh](#) on Sat, 04 May 2013 23:05:29 GMT

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fjords actually looks nice

Subject: Re: Project Westwood

Posted by [Aircraftkiller](#) on Sun, 05 May 2013 04:46:48 GMT

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Once again, it's easy to see that CRY-K didn't read or comprehend the quoted text

Subject: Re: Project Westwood

Posted by [liquidv2](#) on Sun, 05 May 2013 04:58:14 GMT

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leave him alone dude; he's retarded or something
anything that suggests he's not a god gets shut out of his mind

Subject: Re: Project Westwood

Posted by [Tunaman](#) on Sun, 05 May 2013 06:27:45 GMT

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the wood looks super bizarre, noone would ever build something like that by utilizing pieces of wood in those shapes. if you want long, thin beams, you will use long thin beams, you won't nail

together 500 miniature squares together to make a long beam. The pillar in the middle looks equally as weird. If you fix things like that, you could possibly make it look better. I wouldn't call it a facelift unless you were enhancing the previous look and textures though. You could say it would be like a remix or something

Subject: Re: Project Westwood
Posted by [crazfulla](#) on Sun, 05 May 2013 13:54:37 GMT
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Where are those generic, tacky aircraft carriers? You should throw at least a dozen into each map.

Subject: Re: Project Westwood
Posted by [-TLS-DJ-EYE-K](#) on Sun, 05 May 2013 17:18:10 GMT
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Hey AirC*untKiller, have u fixed ur Map Glitches yet?

Subject: Re: Project Westwood
Posted by [BAGUETTE](#) on Sun, 05 May 2013 21:11:38 GMT
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-TLS-DJ-EYE-K wrote on Sun, 05 May 2013 10:18Hey AirC*untKiller, have u fixed ur Map Glitches yet?

LEARN HOW THE FUCKING ASTERISKS WORKS ALREADY YOU STUPID mean lady

Subject: Re: Project Westwood
Posted by [Dev*](#) on Mon, 06 May 2013 05:28:01 GMT
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Why are all the trees growing out of rocks?

Subject: Re: Project Westwood
Posted by [EvilWhiteDragon](#) on Mon, 06 May 2013 08:12:06 GMT
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I see you've cleaned the rocks of dirt and low bushes etc before you took the screenshot?

Subject: Re: Project Westwood
Posted by [-TLS-DJ-EYE-K](#) on Tue, 07 May 2013 11:48:42 GMT
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Still waiting for an answer ACK... Have u fixed ur Map Glitches yet?

Subject: Re: Project Westwood
Posted by [ehhh](#) on Tue, 07 May 2013 14:27:21 GMT
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what glitches

Subject: Re: Project Westwood
Posted by [liquidv2](#) on Tue, 07 May 2013 19:03:39 GMT
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every DJ post is a parade of stupidity

Subject: Re: Project Westwood
Posted by [InternetThug](#) on Tue, 07 May 2013 19:33:06 GMT
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lol DJ please don't try to defend anyone on the forum you just make the situation worse

Subject: Re: Project Westwood
Posted by [-TLS-DJ-EYE-K](#) on Wed, 08 May 2013 07:09:24 GMT
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Jesse wrote on Tue, 07 May 2013 21:33lol DJ please don't try to defend anyone on the forum you just make the situation worse

Oo

Im not defending anyone, im just waiting for the answer of my question

Subject: Re: Project Westwood
Posted by [liquidv2](#) on Wed, 08 May 2013 08:00:33 GMT
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you're attempting to attack ACK because he spoke out against Zunnie and Zunnie made you a mod at his community

being a mod is quite seriously important to you, as time has shown
if you do truly respect Zunnie, don't present yourself in his defense - you're only sullyng his name
in doing so

common sense stuff that will get lost in the mental transition from rational thought to DJ's mind

Subject: Re: Project Westwood
Posted by [ehhh](#) on Wed, 08 May 2013 14:41:33 GMT
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god dammit stop trolling liquid

Subject: Re: Project Westwood
Posted by [Hypnos](#) on Wed, 08 May 2013 19:51:42 GMT
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liquidv2 wrote on Wed, 08 May 2013 09:00you're attempting to attack ACK because he spoke out
against Zunnie and Zunnie made you a mod at his community
being a mod is quite seriously important to you, as time has shown
if you do truly respect Zunnie, don't present yourself in his defense - you're only sullyng his name
in doing so

common sense stuff that will get lost in the mental transition from rational thought to DJ's mind

I don't understnd. Could you explain it to me again?

Subject: Re: Project Westwood
Posted by [-TLS-DJ-EYE-K](#) on Wed, 08 May 2013 23:29:34 GMT
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Since RF is the Place to troll for most of the Jelly reg., can any1 redirect ACK to this topic to
answer my question? We just tried to play FjordsTS and the fps lags is getting worse with each
map by him

Subject: Re: Project Westwood
Posted by [Good-One-Driver](#) on Thu, 09 May 2013 06:19:19 GMT
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HOF!

Subject: Re: Project Westwood
Posted by [Starbuzz](#) on Fri, 10 May 2013 22:18:00 GMT
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Come on now, DJ...the map plays very well for people with good computers. I have only above-average computer and yet it plays very fine. What are your CPU specs? Post them first!!!

Subject: Re: Project Westwood
Posted by [Starbuzz](#) on Fri, 10 May 2013 22:18:59 GMT
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INB4 DJ-EYE'S COMPUTER SPECS!!!

Subject: Re: Project Westwood
Posted by [-TLS-DJ-EYE-K](#) on Fri, 10 May 2013 23:05:16 GMT
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Starbuzz wrote on Sat, 11 May 2013 00:18INB4 DJ-EYE'S COMPUTER SPECS!!!

Lol

CPU Typ OctalCore AMD FX-8350, 4100 MHz (20.5 x 200)

Motherboard Name Asus Sabertooth 990FX R2.0 (1 PCI, 1 PCI-E x1, 4 PCI-E x16, 4 DDR3 DIMM, Audio, Gigabit LAN)

Arbeitsspeicher 8092 MB (DDR3-1333 DDR3 SDRAM)

Grafikkarte NVIDIA GeForce GTX 560 (1 GB)

Grafikkarte NVIDIA GeForce GTX 560 (1 GB) [SLI-Connect]

The Problem aint the PC i guess,the Problem is ACK threw out a Map and didnt put the effort in it to make it a final release. As usual, he didnt finished nor tested his shit out

Subject: Re: Project Westwood
Posted by [BAGUETTE](#) on Sat, 11 May 2013 01:27:20 GMT
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Too bad you're a baguette, and your baguette PC follows its baguette owner, in a long family tree of baguettes

Subject: Re: Project Westwood

Posted by [Aircraftkiller](#) on Sat, 11 May 2013 02:43:56 GMT

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Let me get this straight, I'm supposed to go back and "fix" a map from 2011 because CRY-K is butthurt that he can't play a map that he hated the moment my name was attached to it?

I can think of better things to do with my time, like waiting another two weeks to reply to this topic again

Subject: Re: Project Westwood

Posted by [BAGUETTE](#) on Sat, 11 May 2013 02:57:24 GMT

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inb4 he replies "fixed your maps yet ack"

Subject: Re: Project Westwood

Posted by [Aircraftkiller](#) on Sat, 11 May 2013 03:39:01 GMT

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VuLTiMa wrote on Fri, 10 May 2013 22:57inb4 he replies "fixed your ur maps yet ack"

FTFY

Subject: Re: Project Westwood

Posted by [liquidv2](#) on Sat, 11 May 2013 04:43:29 GMT

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you forgot the

Subject: Re: Project Westwood

Posted by [nikki6ixx](#) on Sat, 11 May 2013 07:06:27 GMT

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-TLS-DJ-EYE-K wrote on Fri, 10 May 2013 16:05the Problem is ACK threw out a Map

Still better than throwing up on the map, which appears to be what Zunnie did.

Subject: Re: Project Westwood

Posted by [danpaul88](#) on Sat, 11 May 2013 11:23:57 GMT

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All this coming from a guy who's biggest contribution to the Renegade community is a bunch of badly written posts and a username that looks like acronym soup? If you think Aircraftkillers maps are so horrible why not go and make some of your own to show him how it should be done?

Subject: Re: Project Westwood
Posted by [ArtyWh0re](#) on Sat, 11 May 2013 11:54:52 GMT
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Aircraftkiller wrote on Fri, 10 May 2013 19:43I can think of better things to do with my time, like waiting another two weeks to reply to this topic again
Such a bad ass, love it.

Subject: Re: Project Westwood
Posted by [Hypnos](#) on Sat, 11 May 2013 13:06:25 GMT
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danpaul88 wrote on Sat, 11 May 2013 12:23All this coming from a guy who's biggest contribution to the Renegade community is a bunch of badly written posts and a username that looks like acronym soup? If you think Aircraftkillers maps are so horrible why not go and make some of your own to show him how it should be done?

I think that is the first time I've saw you ever being rude to someone before. I guess DJ makes people angry.

Subject: Re: Project Westwood
Posted by [BAGUETTE](#) on Sat, 11 May 2013 15:55:18 GMT
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DJ can you tell your friend MDK to stop trying to add my girlfriend on facebook and take his pills.

I think its nice that all the major retards of renegade have congregated into one community

Subject: Re: Project Westwood
Posted by [ehhh](#) on Sat, 11 May 2013 16:02:14 GMT
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you should join them

Subject: Re: Project Westwood
Posted by [BAGUETTE](#) on Sat, 11 May 2013 16:37:04 GMT
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I tried, there was a chromosome screening check, didn't make the cut

Subject: Re: Project Westwood
Posted by [-TLS-DJ-EYE-K](#) on Sun, 12 May 2013 15:41:02 GMT
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danpaul88 wrote on Sat, 11 May 2013 13:23All this coming from a guy who's biggest contribution to the Renegade community is a bunch of badly written posts and a username that looks like acronym soup? If you think Aircraftkillers maps are so horrible why not go and make some of your own to show him how it should be done?

Who are you,sorry i dunno you :/

And i was never interested in creating a map nor do i have the time to get into it, i just thought it would be a good idea to fix the problems you cause , thats what normal ppl do when they did shit

So when will you fix the Problems your maps create ACK?

Subject: Re: Project Westwood
Posted by [-TLS-DJ-EYE-K](#) on Sun, 12 May 2013 15:43:13 GMT
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Hypnos wrote on Sat, 11 May 2013 15:06danpaul88 wrote on Sat, 11 May 2013 12:23All this coming from a guy who's biggest contribution to the Renegade community is a bunch of badly written posts and a username that looks like acronym soup? If you think Aircraftkillers maps are so horrible why not go and make some of your own to show him how it should be done?

I think that is the first time I've saw you ever being rude to someone before. I guess DJ makes people angry.

And i dunno why, i was just asking a simple question :/

Subject: Re: Project Westwood
Posted by [ehhh](#) on Sun, 12 May 2013 15:44:59 GMT
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what problems?

Subject: Re: Project Westwood
Posted by [Bazil](#) on Sun, 12 May 2013 15:54:36 GMT
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lagging the hell out on hi-end pc's perhaps

Subject: Re: Project Westwood
Posted by [ehhh](#) on Sun, 12 May 2013 16:29:33 GMT
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shame that it actually doesn't

Subject: Re: Project Westwood
Posted by [Bazil](#) on Sun, 12 May 2013 16:40:29 GMT
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have you played the map
or do you have a high end pc to start with

Subject: Re: Project Westwood
Posted by [ArtyWh0re](#) on Sun, 12 May 2013 17:01:53 GMT
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It does lag a bit sometimes but its still playable on my 2.5gh duel core and 4 gig ram laptop.
Remember that this is the Renegade engine from 2002, its amazing Fjords actually runs in the first place.

Subject: Re: Project Westwood
Posted by [ehhh](#) on Sun, 12 May 2013 17:12:29 GMT
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my pc is terrible and it runs just fine

Subject: Re: Project Westwood
Posted by [liquidv2](#) on Sun, 12 May 2013 19:48:54 GMT
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-TLS-DJ-EYE-K wrote on Sun, 12 May 2013 10:41i just thought it would be a good idea to fix the problems you cause , thats what normal ppl do when they did shit
interesting - based on this quote, your parents clearly aren't "normal ppl"

Fjords runs fine; there's some FPS drops on my end at some points, but not enough to actually hinder gameplay
i'd just like if i could drive a vehicle 20 feet without getting stuck in a fucking pine tree

Subject: Re: Project Westwood
Posted by [iRANian](#) on Sun, 12 May 2013 20:48:58 GMT
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I really enjoyed playing you guys' version of Walls Flying, hope I'll be able to play the other enhanced maps soon too.

Subject: Re: Project Westwood
Posted by [Aircraftkiller](#) on Sun, 12 May 2013 21:33:24 GMT
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iRANian wrote on Sun, 12 May 2013 16:48

Subject: Re: Project Westwood
Posted by [iRANian](#) on Sun, 12 May 2013 22:40:58 GMT
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what

Subject: Re: Project Westwood
Posted by [-TLS-DJ-EYE-K](#) on Mon, 13 May 2013 11:24:34 GMT
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Is iran finally banned for causing drama all over Jelly? I have seen a few Topics bout him @ jelly lately, i wonder why nothing has been done yet bout his moron style

Subject: Re: Project Westwood
Posted by [ehhh](#) on Mon, 13 May 2013 14:17:59 GMT
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there isnt any about iran

lol
