
Subject: C&C_AlpineDrop

Posted by [Blazea58](#) on Wed, 26 Mar 2014 00:22:15 GMT

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Here's one of my last maps for Renegade. I always enjoyed maps that only had barracks and hand of nod, and so I wanted to do it as just with only one single entry to each base, very limited pathways, and tight quarters to fight in. This is a teamwork based map, without teamwork it will probably never end if its a marathon, but i wanted to cater to infantry, seems a lot of players prefer sniping or being infantry anyway's

There is 221,000 polygons, but it has so few draw calls, and textures that it runs smoothly without any hiccups. I just have to make better water, and then its ready to be uploaded. No further changes (except textures) will go into it, as I've spent too much time on this already.

Subject: Re: C&C_AlpineDrop

Posted by [Aircraftkiller](#) on Wed, 26 Mar 2014 00:22:44 GMT

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Do it for RenX instead, this game is dead

Subject: Re: C&C_AlpineDrop

Posted by [Blazea58](#) on Wed, 26 Mar 2014 01:16:05 GMT

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Do it for renegade x which is full of hackers? From what I heard, they dont have any plans to even make an anti-cheat system. I still like Renegade original, as do some others, maybe it will get more player base in the summer again.

Subject: Re: C&C_AlpineDrop
Posted by [Mauler](#) on Wed, 26 Mar 2014 01:53:29 GMT
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Nice stuff man

Subject: Re: C&C_AlpineDrop
Posted by [Aircraftkiller](#) on Wed, 26 Mar 2014 03:21:55 GMT
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Blazea58 wrote on Tue, 25 March 2014 21:16 maybe it will get more player base in the summer again.

It won't, though.

Subject: Re: C&C_AlpineDrop
Posted by [roszek](#) on Wed, 26 Mar 2014 03:33:34 GMT
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Nice can't wait to try it

Subject: Re: C&C_AlpineDrop
Posted by [Blazea58](#) on Wed, 26 Mar 2014 06:55:31 GMT
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Aircraftkiller wrote on Tue, 25 March 2014 23:21 Blazea58 wrote on Tue, 25 March 2014 21:16 maybe it will get more player base in the summer again.

It won't, though.

How many years have you been saying this now? Lol. Dead means 0 players online, and that's far from the case. Look at a lot of the new games that came out this year or the year before, which have no community base, no players online etc (Alien vs predator to name one)

Subject: Re: C&C_AlpineDrop
Posted by [Aircraftkiller](#) on Fri, 28 Mar 2014 00:38:25 GMT
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Aircraftkiller wrote on Tue, 25 March 2014 23:21 It won't, though.

Subject: Re: C&C_AlpineDrop
Posted by [zunnie](#) on Fri, 28 Mar 2014 03:50:51 GMT
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I think i'll like this better than fjords
Nice work!

Subject: Re: C&C_AlpineDrop
Posted by [reborn](#) on Sun, 30 Mar 2014 21:09:55 GMT
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Just about the right amount of trees. I like how you even cut some down.
Although, in my experience playing symmetrical maps can be a bit tiresome (Hourglass).

Subject: Re: C&C_AlpineDrop
Posted by [UnitXc](#) on Sun, 20 Apr 2014 17:10:14 GMT
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where is the download to this? does anyone have the mix file?

Subject: Re: C&C_AlpineDrop
Posted by [Blazea58](#) on Sun, 20 Apr 2014 17:23:09 GMT
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I sent it to Zunnie and thats about it this forum doesn't even allow an 8mb rar

Subject: Re: C&C_AlpineDrop
Posted by [UnitXc](#) on Sun, 20 Apr 2014 17:25:36 GMT
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filehost -> link -> download

?

or can you just email it to me?

Subject: Re: C&C_AlpineDrop
Posted by [Xpert](#) on Sun, 20 Apr 2014 20:16:20 GMT
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I'm interested in this map aswell. I have a use for it for sniping.

Subject: Re: C&C_AlpineDrop
Posted by [Lone0001](#) on Sun, 20 Apr 2014 23:26:23 GMT
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Could also use Dropbox, Google Drive, or OneDrive to host the file. I'd like a copy of this map.

Subject: Re: C&C_AlpineDrop
Posted by [Xpert](#) on Mon, 21 Apr 2014 02:47:22 GMT
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Even Lone can host it on his FTP

Subject: Re: C&C_AlpineDrop
Posted by [Blazea58](#) on Sat, 03 May 2014 05:49:43 GMT
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Sorry I was taking so long, I kind of forget to check back here now and then. I downloaded google drive and it seems pretty good, so here's a link to the map

<https://drive.google.com/file/d/0B6yHNPQ8z1BYSzljbHVuVHZwVzg/edit?usp=sharing>

Btw this is in gmax format, and also there is only building placeholders there, and the buildings need to be merged in.

Subject: Re: C&C_AlpineDrop
Posted by [Xpert](#) on Sat, 03 May 2014 14:43:05 GMT
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I'm not a modder so how the hell do I turn this into a .mix file

Subject: Re: C&C_AlpineDrop
Posted by [Generalcamo](#) on Sat, 03 May 2014 14:45:29 GMT
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You need to export it to w3d, then go into level edit and set up the map from there, and then you have your map!

Subject: Re: C&C_AlpineDrop
Posted by [Blazea58](#) on Sat, 03 May 2014 16:57:30 GMT
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Yeah I'm not a modder either, hence why I released it in the raw format. Anyone can use any of the assets contained within the map for other map projects.

Subject: Re: C&C_AlpineDrop
Posted by [UnitXc](#) on Sun, 04 May 2014 18:12:16 GMT
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i dont really understand why the mix file cant be uploaded.
