Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 06 May 2003 08:29:57 GMT
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I've finally released the map, you can check it out at the URL below:
http://cnc.unleashed.ws/?content=renegade/maps

The story behind the map is that GDI has been cracking down on many of Nod's hidden tiberium research facilities near the end of the first tiberium war. In the story, a special forces group of highly trained GDI soldiers was sent in in to shut down one of these facilities. Near arrival, their chinook is shot down and contact with the group is lost. Radio contact is reestablished and hours later, and it turns out most of the group has survived. They finish their preparations and enter the facility, which seems to have been converted to look like an abandoned mansion. They check and secure the top rooms, with little more than a chill in the air to greet them. Unfortunately, as they move further into the facility, they're ambushed and never heard from again.

Later on (the present), a second, more heavily armed group is sent in to kill any Nod resistance. Nod, on the other hand, is also more prepared now, and have opened up their weapons caches and are ready to defend the facility.

I've done quite a bit of work to ensure that the map is as bug-free as possible as well as to ensure that gameplay flows smoothly - avoiding excessive camping and sniper shootouts. I've listed the balance changes below. I've tested them thoroughly and I believe they will contribute to fast and furious games that either side has a fair chance of winning:

- Stealth black hand price has been inreased to 800 credits, as vehicles aren't available to counter
- Mines have been removed from the Technition and Hotwire, and all engineers now carry 4 remote C4 instead of 2.
- A pack of 2 mines can be bought instead of beacons for 1000 credits, (which can still be reloaded for free).
- Mines fire slightly slower.

Yes, most of the changes are due to the lack of vehicles in this map and how that adversely affects gameplay.

I know now you might be thinking that there will be a problem gaining enough money to purchase mines. There's 1400 credits worth of respawning money crates on the map, and also the Tiberium Refinery controllers are included on the map (giving all players a small constant stream of income). PT's are in the form of field/wall radios and the crashed GDI chinook (which as the story goes still has some undamaged equipment for use). Players are 3 times as likely to spawn in a room with a friendly PT (than in another room), and the GDI and Nod spawns are seperated by the rooms (ie a GDI and Nod player will never spawn in the same room, but a GDI or Nod player might spawn near an enemy who happens to be in the room at the time).

Ambient sounds and lighting that contrasts highly between light and dark areas also helps to enrich the gameplay (the lighting provides some additional great hiding spots). There are also a

few hidden tunnels on the map, and some health/armor/tiberios powerups as well.

Need some screenshots? Okay:

http://pjrp.unleashed.ws/gamemods/hauntedhouse/1.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/2.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/3.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/4.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/5.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/6.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/7.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/8.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/9.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/10.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/11.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/12.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/13.jpg

While some of the screenshots are nice and all, I don't believe you'll be able to get a good feel for this map without playing it. Also, the lighting should be slightly brighter ingame than in the screenshots.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Aircraftkiller on Tue, 06 May 2003 08:42:13 GMT
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Looks like most of the work in the map was done by using the pre-made DSAPO objects.

It doesn't look like a haunted house, either... and remember that fun is a subjective term. Just because you made the map doesn't make it fun.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Ferhago on Tue, 06 May 2003 08:53:32 GMT
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That looks very nice. I wish you wouldnt include the health and armor augmentations cause people tend to camp around the spawn point and become invincible.

Unless there arent enough of them to do that and they would be killes before reaching a high health amount

---

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 06 May 2003 09:09:29 GMT

FerhagoI wish you wouldnt include the health and armor augmentations cause people tend to camp around the spawn point and become invincible.

Unless there arent enough of them to do that and they would be killes before reaching a high health amount

There isn't enough in the way of health and armor powerups to sustain players for very long (even in smaller games with just 4-6 people), although if not in a firefight they can be used to help recover when the player can't get to the PT's quickly. The only increase to the health and armor maximums come in the form of two tiberios boxes in the kitchen (which only provide a +5% increase each).

AircraftkillerLooks like most of the work in the map was done by using the pre-made DSAPO objects.

It doesn't look like a haunted house, either... and remember that fun is a subjective term. Just because you made the map doesn't make it fun.

Yes, most of the objects placed on the map are the pre-made dsapo objects. I'm not a very good modeler or skinner and I prefer to use them when possible.

I made the map to look like an abandoned mansion, which was 'haunted' by Nod forces and crazed tiberium experiments (the facility further inside has yet to be discovered). I felt that using "house" instead of "mansion" would give players a more realistic impression of the size of the map. I didn't make the map to look like one of those corny pay-to-get-in funhouses as I wanted something with a scarier feel to it.

As for the other comment, I agree that the map isn't for everyone, but I've had a lot of fun playing on the map and I'm sure other people will too.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Aircraftkiller on Tue, 06 May 2003 09:12:09 GMT

Of course you had fun playing on it. You made it, after all. Who's going to make something they hate playing on?

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 06 May 2003 09:15:26 GMT

I'm just saying I already know fun is a subjective term. Do I have to put "in my opinion" before I

say anything that's questionable?

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by England on Tue, 06 May 2003 11:16:05 GMT
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JRPereiraI'm just saying I already know fun is a subjective term. Do I have to put "in my opinion" before I say anything that's questionable?

Ignore him.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by bigwig992 on Tue, 06 May 2003 11:29:26 GMT
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I like it.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by KIRBY098 on Tue, 06 May 2003 16:20:18 GMT
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It looks like fun, and a keeper.

Good job, with limited resources.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Halo38 on Tue, 06 May 2003 16:36:36 GMT
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JRPereiraI'm just saying I already know fun is a subjective term. Do I have to put "in my opinion" before I say anything that's questionable?

He don't, so you don't have to

Aside, He comments on work like everyone is/should be a proffesional and wants to be in that industry, don't take him seriously if your just a modder having fun in your spare time as a hobbie (it may ruin your modding experiences)

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Tue, 06 May 2003 18:45:02 GMT

Looks pretty cool. Not bad. But I do agree with Ack, it's not very "haunted" and there's not much sign of "tiberium experiments." It's just kinda like a house with a story behind it.

Why is there a black hand in every picture?

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 06 May 2003 19:44:22 GMT

The black hand in every picture is a spoof of the photos shown in the movie "the 6th sense", which had a light that Haily Joel Osment's character was looking at in the photos.

The facility idea didn't pan out the way I wanted it, and therefore if asked I'm just going to say for the most part the entrance to the facility wasn't yet uncovered (the fighting began before GDI had enough time to investigate).

I agree it doesn't look as haunted as it probably should, but at least the ambient sounds will lend to the feel a little bit.

I might expand the map later to have a true large facility if the map becomes popular enough to warrent it. If I do that, then maybe I'll take some time and model some new objects to replace those dsapo ones as well.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 06 May 2003 19:52:58 GMT

Well, I've finally released the map:
http://cnc.unleashed.ws/?content=renegade/maps

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Tue, 06 May 2003 20:53:51 GMT

I just played this map with Jrp, Beany, and vlotboy, and it kicks ass! It is really creepy and fun. Really good job, Jrp.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 06 May 2003 21:18:07 GMT

I'm still working to get a server up for it for a few hours. Hopefully I can get a hold of the host soon.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Hellweed on Tue, 06 May 2003 22:55:26 GMT
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Looks great!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by vloktboky on Wed, 07 May 2003 00:46:02 GMT
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maytridyI just played this map with Jrp, Beany, and vlotboy, and it kicks ass! It is really creepy and fun. Really good job, Jrp.

Meh, is my name that hard to remember?

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Wed, 07 May 2003 01:04:25 GMT
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DOH! My time to play with the Big leages and im stuck Writeing a report.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Wed, 07 May 2003 05:59:38 GMT
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There's a server up on WOL's USA server now -- look for ccuserv hosting the map.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Hunter on Wed, 07 May 2003 06:39:12 GMT
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Great map JRP it looks like alot of fun!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Ferhago on Wed, 07 May 2003 08:20:56 GMT

That is an awesome map great job.

I love walking through the creepy house nice touch with the ambient sound effects although you might consider making the muffled screams more apart. They occur too frequently.Maybe make them occur like every 30 seconds or something.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Wed, 07 May 2003 13:38:10 GMT

I'm glad you guys like the map, I'll be taking all of the comments into consideration - if I don't make use of 'em for an expansion of this map, I'll use 'em to make better maps in the future.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Wed, 07 May 2003 20:10:13 GMT

Quote:Meh, is my name that hard to remember?

Yeah, hehe.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Thu, 08 May 2003 19:39:58 GMT

So, do you guys think I should go through with an expanded version of the map featuring the research facility (doubling the size of the map), the removal of a chunk of the dsapo objects, etc?

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Fri, 09 May 2003 01:02:58 GMT

Iv got a Topic up Labeled map idea.. think you can do that?

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Fri, 09 May 2003 07:18:39 GMT

I think I could, but I'm not sure that's what I want to do for my next map. Also, if I had a lot of cars

in it, there would be a lot of lag. Elevators just don't work well in multiplayer so I couldn't use those.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Fri, 09 May 2003 21:32:51 GMT
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JRPereiraI think I could, but I'm not sure that's what I want to do for my next map. Also, if I had a lot of cars in it, there would be a lot of lag. Elevators just don't work well in multiplayer so I couldn't use those.

Who said they needed cars? I was thinking of a DM style Map with maybe stairs instead of Vaders.. ?

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sat, 10 May 2003 08:09:08 GMT
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Ah, I see. Well I'm pretty sure I'm going through with the expansion of haunted house so I won't have time to work on anything else for 2-4 weeks at least. I need to learn how to better model some things to do the expanded version of the map as well, so it might take longer.

A chunk of the work will be replacing some of the dsapo objects with stuff that's more unique and specific to the map. I'm not that great of a modeler so it'll take some work.

For the expansion, I'm most likely going to add some locked doors to the map that there will be keys available for -- a couple with extra weapons in them, and also some that would be good for cops and robbers games. (anyone have a sound that sounds like a locked door with the handle being turned to no avail?)

I'm also considering adding teleporters, if I can find an explanation as to how to do 'em.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sat, 10 May 2003 16:10:21 GMT
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With the popularity of the map, I'm pretty sure there's going to be a Haunted House 2 - an extension and improvement over the first map. Below's a list of some of the things I've done:

Replaced the dsapo swing lights in the computer room with mounted ceiling lights
Replaced the dsapo tables in the computer room with new tables.
Modified some of the computer monitors in the computer room
Added cases for the computers in the computer rooms, better textures pending.

Added lights to the tunnels behind the computer room and to the former nod PT area
Added an elevator shaft branching off the tunnel behind the computer room
Started a small containment/jail area branching from the bottom of the elevator shaft
Remodeled the tents in the GDI camp

The elevator in the shaft won't actually work due to lag concerns, it's surrounded by thick glass walls and a ramp going around it. You will be able to enter the elevator though with a key, to pick up some powerups.

Here's a screenshot of the improved tents in the GDI camp, I'll get other screenshots later.

http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/newtents.jpg

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Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Sun, 11 May 2003 19:42:31 GMT
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Sweet, I can't wait. Haunted House 1 was really cool. Keep up the good work.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sun, 11 May 2003 23:24:31 GMT
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New pic for everyone - here's a screenshot from inside one of the cells for the containment room - made for POW's and those who need to be restrained before and after testing. Also, there are 2 cells that will be locked and require a key (Nod's jails for cops and robbers).

http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/containment1.jpg

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Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Sun, 11 May 2003 23:28:34 GMT
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For some reason, the links dont work. For me at least.....

It says cannot find server.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sun, 11 May 2003 23:42:02 GMT
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I've checked 'em a few times and they work for me. Dunno what the problem could be. If the

problem keeps up maybe I could mail the pics to you or something.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Sun, 11 May 2003 23:47:43 GMT
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Could you link me to your site, then I could navigate to the pics from there.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Mon, 12 May 2003 00:19:26 GMT
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I didn't originally have a page up for it so don't expect more than just screenshot links on that page.

http://pjrp.unleashed.ws/?content=gamemods/renegade_hauntedhouse

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Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Mon, 12 May 2003 00:30:53 GMT
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hmmmmm, weird. That one didnt work either. I'll work something out........

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Skier222 on Mon, 12 May 2003 01:09:32 GMT
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cool, so only gdi could unlock the doors, and then walk away leaving nod in the jail locked up till a gdi player comes over and lets them out? if thats right, tell me

---

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Mon, 12 May 2003 02:32:26 GMT
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Well for example, the keys to the jail areas nearest to GDI territory will require GDI's key which will be somewhere on the map, which any player can pick up (it respawns). GDI will have first access to it though, and therefore will be able to use it for their jail work in cops and robbers games.

For Nod it'll be simmilar -- they'll have their own key closer to their territory, that opens their jail areas.

In cops and robbers games, you'll be able to lead your prisoners to the locked rooms, and lock them in while people try to secure the right key and rescue their teammates.

I'm also thinking of, for the weapons caches (just a few weapons and items), to have GDI's key unlock the cache closest to Nod, and vice versa - so you have to work your way into enemy territory to get to the weapons caches.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Mon, 12 May 2003 21:11:48 GMT
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Got some more screenshots for you guys:

Here's a hall leading off of the elevator shaft at the bottom. I'll lead to a large research room that has a few rooms branching off of it.
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/elevator_hall1.jpg

Here's a somewhat early shot of the elevator shaft. I'll most likely be retexturing it a little bit. You can see though, the glass and the ramps, and at the bottom of it is the actual elevator. I'm going to give it a door of some sort that you'll need a key to open it (inside is a small weapons cache)
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/elevator_shaft.jpg

Here's a shot of one of the research rooms. It's most likely going to get some revision as soon as I get a better idea of how it should look.
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/research_room_1.jpg

Here's a small staging area for the research room mentioned above -- where researchers can get changed into protective suits for working with the tiberium.
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/research_staging_area.jpg

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Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Kenny on Tue, 13 May 2003 01:08:24 GMT
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I played it and it was good with the railguns and p.i.cannons laying around. but it was a little small, but i liked blowing up the pop machines and stuff

---

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Tue, 13 May 2003 01:39:02 GMT
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Darn, I still can't access those pics! Do you think you could e-mail em'? (or find some other way?) I really wanna see your work. Gimme an e-mail at Maytridy@rochester.rr.com and we'll discuss

some form of transfer.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 13 May 2003 03:07:45 GMT
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mail sent

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Tue, 13 May 2003 13:39:29 GMT
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ok, thanks, i'll check my e-mail when i get home.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Titan1x77 on Tue, 13 May 2003 14:06:58 GMT
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1st off...i had plans to make a haunted house a quite a few months ago.

But I never really got off the ground with it....i was pleased to see someone make the map i intended to do myself...What a good idea it would of been,Everyone really likes this map.

Ive been asked to finish my haunted house map since the release of yours....but im busy doing things outside of mapping at the moment,and also have other maps in mind when i do get back to messing with Ren-x.

This map is an A+ in my book...loved everything about it.

I didnt find it to small...Just right for about 10-15 people

nice amount of spawns..love the tiberios(eat them on the regular)

Sliding book cases were a nice touch.

theres next to nothing i found wrong...except a couple irratating things to point out for part 2 ...The poles in the front and back of the tents has to go..,when trying to get to the pt's the path between the tent and the pole is narrow.(I noticed you made new tent's..cant remember if you took out the pole's)

And the doors should open outward so u can mine the back of them and nod wouldnt be able to see the mines while the door was open.

Now onto your screens....From what i see...this doesnt look like a haunted house anymore..

Looks more futuristic,and less creepy.

Try to keep that same feel to it....I know when mapping you may get sick of how it looks...but dont lose that look that you had in part 1.

Keep up the good work...and hope to see more screens soon!!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 13 May 2003 14:35:27 GMT
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Blazea notified me that you were working on a haunted house map when I was advertizing my map. I wasn't aware of it until then. I checked around though and I couldn't find any screenshots of it though. I'm glad you like the map, I put a lot of work into it. It didn't come out great though, and hence along with the additions in v2, I'm going to be doing some remodeling and retexturing of some of the stuff in the original rooms.

For example, you mentioned the tents and the poles and whatnot, the new tent models' poles don't have any colision options set (although I consider setting 'em for just camera) - so you won't lag into 'em anymore.

Also, I've done some remodeling of the kitchen, and I have some more to do. It's come out pretty well so far, but the floor, walls, and ceiling texture just doesn't seem to fit well. I'll figure out something though.

I agree that some of the additions look less creepy and more futuristic. I'm going to have to work with the lighting and sound to make it feel cold, frightening, and abandoned. I'm not planning on releasing the map until I can get that feeling all around the map.

I really like how things are coming along though - with the revisions. I've got a lot of work ahead of myself but I think I can make this into a large quality map with good fights and good frights as well.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 13 May 2003 15:32:38 GMT
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I've put up two more screenshots, these ones showing the current improvements to the kitchen area.

http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/kitchen1.jpg

http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/kitchen2.jpg

I know the lighting in some of the screenshots I've been showing is pretty bright. I'm going to do most of the lighting adjustments when I'm done modeling most of the modeling and texturing.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 13 May 2003 19:02:06 GMT
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Here's a pic of the larger research room. It needs some more work but that's where I'm going with it. The elevator shaft's bottom hallway, the prison/containment area, and the smaller research room with staging area - all from the previous screenshots, can be entered from this room. It's going to be one of at least two central/hub rooms in the facilty (the other being the elevator shaft, which will have a few rooms branching off of it).

http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/research_room_2.jpg

Don't forget, most of the lighting changes will be done later.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Wed, 14 May 2003 02:25:42 GMT
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I LOVE IT!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Wed, 14 May 2003 14:23:51 GMT
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I finished one of the bathrooms in the facility earlier. 3 other rooms I'll be adding soon enough are the rec room, another bathroom (branch off of the cafateria most likely), and the cafateria. I might also add a shower room like they have in the missions.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Deafwasp on Wed, 14 May 2003 14:52:16 GMT
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it looks very good.

maybe some day I will play it.

Subject: Haunted House 2 - RELEASED (check page 6)

Posted by [JRPereira](#) on Wed, 14 May 2003 15:05:09 GMT
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I'll need at least 2 more weeks to work on it - most of it will be vis work.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [Ferhago](#) on Wed, 14 May 2003 17:56:40 GMT
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How is this an expansion of the first haunted house? Is there some hidden tunnel leading down into it or something?

And the soda machines inside the house didnt seem right. Who has a soda machine in their house let alone one in an old haunted house.

This maps theme reminds me of scooby doo. Where the people have some secret operation going and the use some kind of haunted house to scare people away from it so they arent found out

---

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [JRPereira](#) on Wed, 14 May 2003 20:40:45 GMT
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Quote:How is this an expansion of the first haunted house? Is there some hidden tunnel leading down into it or something?

There will be paths between the old and new rooms.

Quote:And the soda machines inside the house didnt seem right. Who has a soda machine in their house let alone one in an old haunted house

The soda machines in the main room will probably be replaced with something else.

Quote:This maps theme reminds me of scooby doo. Where the people have some secret operation going and the use some kind of haunted house to scare people away from it so they arent found out

In the story behind the map, there is a secret facility somewhere in the mountains where the mansion is. Nod guards were stationed in the mansion area, prepared for the possability that GDI would come to search the area (and were hoping that GDI wouldn't be able to discover the actual facility). When GDI arrives, they find the place abandoned, until they go further into the mansion area and are ambushed. A second team comes in, which is more heavily armed and able to push back the Nod guards (who retreat into the facility). After some searching, GDI finds their way into the facility.

The first version of the map consists of mostly the second GDI team's entrance into the mansion

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area and the firefight that ensued.

The second version of the map reveals the actual facility.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Wed, 14 May 2003 23:19:11 GMT
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I've added the cafeteria and the second bathroom (2 now for the facility, there are 4 bathrooms now total). I'll be getting some screenshots either later today or tomorrow. I got early tickets to see the matrix reloaded tonight and my time before I have to go is running out.

The next rooms after that will probably be the shower and rec room. I have at least one or two rooms to add after those.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by NeoX on Wed, 14 May 2003 23:28:54 GMT
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I dont no if its possible but a mirror room would be cool tik bout it

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Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Wed, 14 May 2003 23:49:35 GMT
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The only mirroring I could do would be a faked mirror effect by copying a chunk of the terrain and inverting it (I think conquest winter has an example of it -- some snow map I'm not sure I've got the right name). It would pose some performance issues though, as I'm already at the edge of the amount of polys I want in some of the areas on the map. The map w3d is something like 8000 polys so far (around 80-100k polys on the entire map as reported from the level editor). I can get it to run about as well as haunted house 1 with vis optimization, but adding to the possible problem with mirrors just isn't worth the small visual addition.

As far as an entire room with mirrors (ie like in one of those pay-to-get-in haunted houses) goes, I've already stated that the map isn't a funhouse style haunted house.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Thu, 15 May 2003 05:04:38 GMT
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Sidenote for you guys: If you've reserved your tickets to the matrix reloaded, see if you can get a refund.

---

bleh!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Thu, 15 May 2003 06:02:09 GMT
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Here you can see one of the 2 new bathrooms, I haven't decided whether or not to include doors for the stalls. While it would be more realistic, I wonder what problems could come from having so many doors in the map.

http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/bathroom_1.jpg

Here you can see some of the cafeteria. I haven't added the benches yet, so I've moved foreward of where the benches would be so you can have a closer look at the equipment available to the chef. This pic is slightly outdated, as I added a couple of fridges and microwaves earlier.

http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/cafeteria_1.jpg

If anyone's figured out how to do lightmaps like in the official maps, please tell me. While the vertex solve works somewhat well, it's hard to capture the lighting i'm looking for with the limits of the vertex solve.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Ferhago on Thu, 15 May 2003 12:56:03 GMT
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The stalls dont need doors. Why go into an area the size of a closet and have a door in. It would always be open too if someone hid in there anyway

---

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Thu, 15 May 2003 17:54:23 GMT
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I agree -- and shrinking the trigger zones for the doors would just mean it's easier to get stuck on/in 'em.

Well, 2 new screenshots of the cafeteria, which I guess is done (minus the lighting, which will be done after most of the modeling is complete).

http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/cafeteria_2.jpg

http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/cafeteria_3.jpg

---

Once more, if anyone knows how to do lightmaps in fan maps, I'd appreciate it.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Thu, 15 May 2003 18:23:50 GMT
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Found Rhino's lightmap tutorial btw. Unfortunately for the complexity of haunted house 2, doing lightmaps his way would be very time consuming and extremely hard to do.

Maybe if I do another mostly-exterior map, but for an interior map like haunted house 2, there's just too much work involved - something like 25-30 total rooms (including tunnels and whatnot), most with multiple lights, that I'd not only have to do the ground lighting for, but the shadows on the walls as well. That's something like 60 different images for the lights (and I couldn't really just copy shadows here and there because of the multiple lights in the map). It would take weeks to do perfectly and would probably increase the size of the map by another meg or two - and it's already over 2 megs as it is.

It's not a huge problem though - I think I can still have the feel and cold dark lighting of the first haunted house, and maybe even better.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Thu, 15 May 2003 20:37:54 GMT
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JRPereiraSidenote for you guys: If you've reserved your tickets to the matrix reloaded, see if you can get a refund.

bleh!

Yea it Sucked.. Hard..

Just like Star wars..

"I love you.. I love you.."
LETS HAVE A BATTLE *Gunshots, Stupid Techno Music,Camera views,explosions.
"I love you.. I love you.."
LETS HAVE A BATTLE *Gunshots, Stupid Techno Music,Camera views,explosions.
"I love you.. I love you.."
LETS HAVE A BATTLE *Gunshots, Stupid Techno Music,Camera views,explosions.

HA HAHAHAHAH WE ARE EVIL PEOPLE!!!
BATTLE *Gunshots, Stupid Techno Music,Camera views,explosions.

well you get the idea..

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Halo38 on Thu, 15 May 2003 20:47:31 GMT
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HavocmanJRPereiraSidenote for you guys: If you've reserved your tickets to the matrix reloaded,
see if you can get a refund.

bleh!

Yea it Sucked.. Hard..

Just like Star wars..

"I love you.. I love you.."
LETS HAVE A BATTLE *Gunshots, Stupid Techno Music,Camera views,explosions.
"I love you.. I love you.."
LETS HAVE A BATTLE *Gunshots, Stupid Techno Music,Camera views,explosions.
"I love you.. I love you.."
LETS HAVE A BATTLE *Gunshots, Stupid Techno Music,Camera views,explosions.

HA HAHAHAHAH WE ARE EVIL PEOPLE!!!
BATTLE *Gunshots, Stupid Techno Music,Camera views,explosions.

well you get the idea..

LMFAO

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Thu, 15 May 2003 20:49:18 GMT
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i take it that The Matrix: Reloaded wasnt any good?

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Thu, 15 May 2003 22:02:06 GMT
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A lot of the scenes droned on for what seemed like hours, some of the music selection sucked,
some of the special effects/slowdowns weren't centered around much more than "here's another
super slow explosion that we're moving the camera around quickly!". A couple of the scenes were
just corny. Some of the jokes were retarded. The story wasn't half as good or detailed as the first
one. I don't want to get into explaining the scenes that sucked or anything, as I'm sure those who
(like me) were dumb enough to reserve tickets and those who can't get a refund, don't want what
little there was in the film that was worth watching, to be spoiled.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Ferhago on Thu, 15 May 2003 22:18:53 GMT
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Now Im not quite certain but im getting the feeling that the new matrix movie sucked :rolleyes:

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Thu, 15 May 2003 22:36:17 GMT
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Yeah, well, im gonna go see it tomorrow anyways.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Fri, 16 May 2003 02:18:28 GMT
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Tomorrow I'll most likely have some more screenshots. I've done some nice updates to the art and living rooms as well as the 2 bathrooms for the mansion area.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Fri, 16 May 2003 11:18:34 GMT
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I've decided on the second tunnel from the facility to the mansion area. I'm going to have at least 2 more tunnels between the facility and the mansion area (including outisde). I haven't decided on the specifics though. I'm also considering taking the time to remodel some of the original tunnels - and they will likely get a new texture job as well.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sat, 17 May 2003 02:50:21 GMT
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Got those pics I mentioned earlier. Sorry for the delay but some of the rooms needed some work that I hadn't the time or motivation to do until now.

Here's the new living room for the mansion area.
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/lvingroom_1.jpg

This is the rec room for the facility.
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/recroom_1.jpg

The art room is still pretty much empty but at least you can get a view of the basic layout.
Paintings and other displayables will come soon enough.
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/artroom_1empty.jpg

I agree they're all using simmilar texturing, but I think it feels appropriate to the rooms. Maybe I'll decide on some better texturing for 'em later.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Titan1x77 on Sat, 17 May 2003 18:54:15 GMT
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Looks Great!!

Dont change a thing...Love the new wood floors!

The Textures work for me.

What was so good about version 1 that not alot of people mentioned....

it could of been all the same texture,But i really enjoy the gameplay of this map!!

They mulit access in that center room made for tons of action....then u could cruise the corridoors for hunting out an enemy.

Hope to play pt. 2 soon!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sat, 17 May 2003 19:08:59 GMT
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3 more screenshots for you guys:

This is that barracks style bedroom (probably not the best description for it) that I was talking about earlier - with the row of beds and storage areas at the foot of each bed. I might retexture the storage areas for wood rather than metal on the sides.
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/barracks.jpg

The two bedrooms in the mansion area now look like this.
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/newbedrooms.jpg

The two bathrooms in the mansion area now look like this.
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/newbathrooms.jpg

Chances are I'll be replacing more dsapo objects later - as I get time and motivation to do so. It's not on the top of my priorities except for the objects whose replacements would much better fit the map (replacing all the coffee tables for example). A lot of the objects fit very well in my opinion, and I'd only be replacing them with the best imitation I could model.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sun, 18 May 2003 07:08:54 GMT
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I added 9 large paintings to the art room earlier. I'll be modeling some extra objects for display later. Most likely I'll take some time with the digital camera and get photos of some game boxes I have and model them for display in the display cases. The cnc games I have will come first, and if I have time I'll do some other games as well.

I touched up nearly all of the doorways in the facility, and I have some retexturing to do in the mansion area as well. After that I'll have to figure out what to do with that odd looking tiberium research room.

I'm hoping to finish the modeling soon, hopefully within a week. Then I have to do the vis optimization and do a lot of testing. I wish I could finish the map sooner but I don't want to have to release a third version to make up for any mistakes made with this one.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Sun, 18 May 2003 15:25:45 GMT
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Thats ok.. People make mistakes.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Mon, 19 May 2003 01:17:21 GMT
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I've mostly finished the second of two hidden entrances into the facility. They've come out great so far, and I'm going to be adding the third soon. I figured out for the most part what the fountain will be replaced with -- an indoor greenhouse (which is completed).

I need to add at least one more tunnel to the facility somewhere, although I haven't decided where to put it yet. I know at least though the general area in the facility where I want the tunnel to end up - somewhere around the large data processing room in the facility.

With the tunnels I'm finishing up most of the modeling for the facility. There will be a few little things (more decors for the art room, etc) but once I get the last tunnel in place and modeled, there won't be much else to do besides the vis optimization.

I"m going to be trying a few different methods of breaking up the meshes on the map for creating the vis sectors. I'll probably need a week to set up the vis optimization (unless things actually go smoothly, but I doubt it). After that I need a while to test, probably another week.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 20 May 2003 00:21:56 GMT
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Guess now would be a good time to mention it - if Renegade crashes to desktop the first time you load the map, try reloading the map. For some reason it does that sometimes (and I think it's because of a bug with the .thu file generation). If you have any other problems try deleting the old .thu file, and if that doesn't work, try redownloading the map.

Me and blazea58 had problems with a test ver earlier because of a mix of bad transfers, off versions, and the ctd's on .thu file generation.

There shouldn't be much of a problem with the finished version of the map though, just make sure you've got a reliable download source.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Tue, 20 May 2003 00:30:07 GMT
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iv got my places..

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Titan1x77 on Tue, 20 May 2003 07:34:00 GMT
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"Best DM map out yet"

          - Titan

You'll hear this from quite a few folks once its released.

I'd like to see someone top this!?!?!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Wed, 21 May 2003 01:12:43 GMT
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Best "Fucking" Dm Map Ever Released.

Top that.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by lmdgr8one on Wed, 21 May 2003 15:30:46 GMT
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The "shiznittest mother fucker" out there

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by General Havoc on Fri, 23 May 2003 22:02:26 GMT
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This map is really fun. I played it on Renbattle with 34 players and the gameplay was really good.
Nod try and defend their downstairs base whilst GDI attack from their camp. Lots of hidden
passages too.

Here are some screenies:

_General Havoc

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sat, 24 May 2003 01:43:12 GMT
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The map should go from fun to absolutely amazing with the changes and additions in haunted
house 2. I'm looking foreward to finishing it as soon as possible. So far I'm looking to try to have
it finished in 1.5 weeks.

I could've had it done sooner if either of two quick vis optimization methods that had been
suggested to me had worked well. Unfortunately I need to do it the time consuming and specific

way (the way I had done it in haunted house 1, albiet with some improvements), which will take a few days to do after I finish the little bit of modeling and texturing left (3-4 doors left and the texturing for a couple of doorways for the most part).

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Titan1x77 on Sat, 24 May 2003 01:45:34 GMT
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Wait until you play part2 Gen havoc.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sun, 25 May 2003 07:48:58 GMT
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the gmax file for haunted house 2 went corrupt - just as i had figured out what to do about the camping issues. Unless I recover it, I'll have to work from a backup, losing hours of work - and pushing the release date to about 3 weeks from now.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Mon, 26 May 2003 01:44:04 GMT
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Can't recover it, working from the backup

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Titan1x77 on Mon, 26 May 2003 02:31:12 GMT
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take your time bro...

ive had that glactic map go curropt on me...its fustrating.

I suggest just taking your time and not rushing this...

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Mon, 26 May 2003 02:31:38 GMT
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DAM THAT FUCKING.. AND I MEAN, IN THE MOST POSSABLE WAY.. SUCKS! Take your Time Recovering it.. Don't Forget to Save Offention

---

^^^ :rolleyes: Me and titan Posted at the same Time :rolleyes: ^^^

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 27 May 2003 06:42:18 GMT
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For the most part it's all back to where it was, and some new things have been done.

To prevent camping, and to add a little more to the gameplay of the map, the new version of the map is going to have objects representing each side's barracks, power plant, and refinery. You'll be able to attack and (with enough effort) destroy the objects, causing the same kind of losses as losing the actual structure (can't buy characters without a barracks, stuff costs twice as much without a power plant, no flow of cash without a refinery, and if you lose all, you lose that round). There won't be any quick-kill mct's, but 2-3 hotwires can still take out a structure if left unattended for long enough. Repairing will be quick enough to stay with the action, but not too quick to make things impossible. It'll be simmilar to normal cnc-mode attack/repair times.

At the moment, only the barracks models are done -- GDI's using the two tents in their camp, Nod's using two control panels in the main research room (the one with the large hologram). The refineries will be made to look like portable tiberium processing machines, and the power plants will be made to look like portable field generators.

The timed c4 on hotwires has been fixed, (for some reason either since hh1, or since early in hh2's work, they were missing their timed c4) . Both hotwires and techs now start with 3 proximity c4, but reloads still won't be free (600 for every pack of 3). I'm considering also raising the price of the hotwires and techs to 600 each.

The health/armor augmentations have been limited to just two boxes of tiberios (one in the cafeteria and one in the kitchen). This is to prevent excessive camping at either site which resulted in super-players who were difficult if not impossible to defeat.

By health/armor augmentations I mean the increases to the maximums -- not just refills for characters who aren't at full health/armor.

I'm pretty much at the point where I can start vis optimization (and then there's just testing and finishing the new power plant and refinery models).

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 27 May 2003 12:48:16 GMT
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Most of the work on the map is done. I have a couple of models to create but they won't take very long to create. FPS on the map at least for me, is about 50-60 average - about the same as the first map.

---

the renX side of the vis optimization on the map is somewhere between 75 and 100% complete, I may not need to do anymore in renX but if there's anything I can't get to display in the level editor, I'll need to go back to renX. I'm likely between 1.5 and 2.5 weeks from completing the map - most of it will be cleaning up small vis bugs and beta testing. There's still a chance that some major bug might come up, but after dealing with the problems of haunted house 1, I don't think I'm going to have as much of a problem fixing anything in this version.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Tue, 27 May 2003 15:51:40 GMT
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Don't Forget Update your backuped Copy!

And Save Often

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by lmdgr8one on Tue, 27 May 2003 17:09:27 GMT
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Just beta tested. I crapped my pants.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Tue, 27 May 2003 22:09:54 GMT
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WHAT?!!?!?!?!?!?!?!?

gets on IM

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Tue, 27 May 2003 22:45:18 GMT
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So, you got an updated ETA for the v2, JRP?

Can't wait!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by lmdgr8one on Wed, 28 May 2003 00:04:12 GMT

I am still cleaning it up This map is the ownage.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Thu, 29 May 2003 10:51:14 GMT

I finished the power plant model for both sides earlier -- GDI's power plant is in the kitchen, nod's is in the cafeteria. I still have to make the refinery models sometime soon, not sure where I'm going to place them.

The 1.5 week deadline is looking more and more sure as I'm working on the map. There's still a lot of cleaning up to do as far as vis errors go but I'm pretty sure I have enough time to stamp out most of 'em if not all of 'em.

There's a moderate chance that I'll end up releasing two versions of the map -- one a pure deathmatch version without any building objects to blow up, and the other version with the building objects to blow up (with the standard cnc-mode rewards and detriments for destroying losing one or all of them).

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Fri, 30 May 2003 13:08:34 GMT

Here's some screenshots of the power plant and refinery models:

Power plants (portable field power generators)
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/gdi_pp.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/nod_pp.jpg

Refinery (portable tiberium processing machines)
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/gdi_ref.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/nod_ref.jpg

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Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Fri, 30 May 2003 13:30:35 GMT

Holy shit   . Those are sweet. Did you model and sking them?! If so, great job!

Subject: Haunted House 2 - RELEASED (check page 6)

Posted by JRPereira on Fri, 30 May 2003 16:12:50 GMT
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Yea, I modeled and textured 'em. I'm glad you like 'em.

I'm still working on the map - most of it is just placing manual vis points, which will take me a while to do.

Also, I'm looking at the possability of moving the Nod refinery to the jail/containment area -- so you don't have to attack it through the main research room (the main research room conrains the nod barracks, which will likely be the more defended than the other structures).

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Sat, 31 May 2003 16:16:40 GMT
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Nice Mobile Models.. Think you are gonna release them to the public?

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sat, 31 May 2003 21:25:16 GMT
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I dunno if I'm going to release the models, I haven't decided yet. I'd prefer that mappers make their own models though - makes things more unique and original.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by kawolsky on Sun, 01 Jun 2003 18:23:21 GMT
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Aircraftkiller Just because you made the map doesn't make it fun.

Take your own advice

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Sun, 01 Jun 2003 19:14:09 GMT
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Bitchen! 101 Posts! IN YOUR FACE ROOF NOMES!!

Subject: Haunted House 2 - RELEASED (check page 6)

Posted by [maytridy](#) on Sun, 01 Jun 2003 19:22:50 GMT
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lol, 102 now.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [Imdgr8one](#) on Sun, 01 Jun 2003 20:03:45 GMT
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Must find it and do something!
MUST BUMP NOW!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [JRPereira](#) on Sun, 01 Jun 2003 20:31:41 GMT
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104 now, damn roof gnomes!

Also, HH2 is getting cleaned up and ready for release, more bugs are being found and there's still a little bit of balancing required as far as where to place the structures on the map (mostly related to the gdi ref and nod pp).

I'm hoping to get it released in 8 days.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [SHADY-CNCU](#) on Sun, 01 Jun 2003 22:51:08 GMT
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lol

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [General Havoc](#) on Sun, 01 Jun 2003 23:25:50 GMT
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Whats up with these "roof Gnomes"? What the hell are they?

_General Havoc

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [JRPereira](#) on Mon, 02 Jun 2003 16:09:48 GMT

Quote:Whats up with these "roof Gnomes"? What the hell are they?

no idea!

There's only one more major bug to fix in Haunted House 2, one which I'm having a little trouble fixing. I'm pretty sure I know how to get it fixed, I've got a few more things to try that most likely will work. Once that's fixed, I just have to check the latest balance change (which should be the last), and make a texture for the objects that will be appearing in the display cases.

After that there's just little vis errors to hunt and peck for - nothing major and some of 'em you might not even notice (which is why they take a while to find/fix).

Looks like 5-7 days til the release.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Tue, 03 Jun 2003 22:08:51 GMT

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by General Havoc on Tue, 03 Jun 2003 22:30:31 GMT

Just a note that you may already know about. Under the global settings folder on the preset tree there is an option set with stealth view distance on it for vehicles and people. I don't know if you want to change it but you could lower it so SBH are harder to see, which may be better for the tight spaces and rooms of the indoor building. Just temp the settings to change them.

_General Havoc

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Wed, 04 Jun 2003 00:42:15 GMT

I remember looking at that setting before but I never really considered it for the map. There are some long corridors/etc and some larger rooms that the sbh's can take real advantage of though. I think it could unbalance things to make them even harder to notice than they already are - especially with the weapons lying on the ground and the building objects that sbh's can sneak up to.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Wed, 04 Jun 2003 01:08:55 GMT
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So it's like Scooby doo for Renegade

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Wed, 04 Jun 2003 21:17:34 GMT
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Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Thu, 05 Jun 2003 01:38:30 GMT
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I'm still finishing up the work on the map - mostly fixing small vis errors around the map.

I started and mostly finished the game boxes for the display cases in the art room today - I've decided I have enough cnc game boxes to fill up the cases (9 boxes - td original, cnc gold, worldwide warfare, tiberian sun, firestorm, red alert 2, yuri's revenge, generals (chinese box, I'm not taking the extra time to also get the images required for the usa one I also have), and renegade). I've finished 7 of the 9 boxes, with Renegade and Generals pending. For each box, I have the front, back, one of the sides, and the top (i'm not getting the bottom as it serves no purpose taking the time to cut and align and uvw map 9 more images for something that nobody will see and barely anyone would care about).

At the moment I'm still looking towards releasing the map pretty soon -- within 5 days or so.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Thu, 05 Jun 2003 02:00:23 GMT
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Sweet.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Fri, 06 Jun 2003 18:05:12 GMT
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LoL CnC in Cnc

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Fri, 06 Jun 2003 19:41:23 GMT
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I'll try to get some pics of the cnc boxes after I get the last 2 (Renegade and Generals) modeled/mapped.

Haunted House 2 is only a few betas away from finished -- like 3 max I think. I just need to get those boxes out of the way and also clean up the last bit of the vis errors. It's been really good having some good testers this time around. Thanks to them I've been able to track down a lot of vis errors all over. I've also been able to get the map more balanced thanks to them as well.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by General Havoc on Fri, 06 Jun 2003 22:26:54 GMT
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If you need any help with testing or anything else, I am normally available on MSN. Also Dante is working on RenHelp 2.0 and said he would give you full credit for all or your work in the helpfile. Can't wait until Version 2 is released.

I liked the ice tunnel in SomeRhino's map, the reflection effect was good where he mirrored the room. You may be able to use it in your map somewhere to create mirrors or something and have something like ghosts on the mirrored side, just an idea.

_General Havoc

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Fri, 06 Jun 2003 23:06:17 GMT
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The map is such a tangled mess with tunnels all over that I may not be able to find a room that would be a good candidate for mirrors. I could take the time and find a few places to put mirrors but I just want to get the map done and out there now - I've put a lot of work into it and I've nearly finished getting all of the bugs out of the way. I don't really want to add more stuff that could leave me with more bugs to sort out.

I'm glad that you got a hold of Dante and that's all cleared up.

Also, here's the pics of the CnC boxes in the art room, with all 9 boxes included.

http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/cncboxes_1.jpg
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/cncboxes_2.jpg

Subject: Haunted House 2 - RELEASED (check page 6)

Posted by gendres on Fri, 06 Jun 2003 23:12:39 GMT
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Wow! very nice indeed

so, how long till release?

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Fri, 06 Jun 2003 23:18:30 GMT
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OMG!! PIC 2.. Is that you JR?!?!?!?

Jeeze.. everyone is soo Older looking than me.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by ohmybad on Fri, 06 Jun 2003 23:20:19 GMT
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LMAO those game boxes are sweet cant wait till its done

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by General Havoc on Fri, 06 Jun 2003 23:44:07 GMT
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I still have my seperate Counterstrike and Aftermath boxes in my cupboard. Were they in a set together, I seem to remember a boxed set with all of the redalert series in. The counterstrike box has some Morse code in it on a piece of paper, decoded it says about the ant mission (now theres an idea for a mod) "It Came From Redalert". Giant ants vs GDI.

Hey theres an idea, why not take a screenshot from the VQA file of the part with the text and frame it on the wall in the room. I have the image here http://generalhavoc.port5.com/ant.zip it is a 32bit TGA file. May make a good picture for a wall. It's an ant and "It Came From Redalert" text on it.

_General Havoc

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sat, 07 Jun 2003 00:26:57 GMT
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thanks, I replaced the iceberg pic with it.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Havocman on Sat, 07 Jun 2003 15:13:31 GMT
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We had a Group Test Last night.. Here are the pics

http://www.n00bstories.com/image.view.php?id=1108381861&gallery=1411

http://www.n00bstories.com/image.view.php?id=1214761746&gallery=1411

http://www.n00bstories.com/image.view.php?id=1129857693&gallery=1411

http://www.n00bstories.com/image.view.php?id=1065179302&gallery=1411

http://www.n00bstories.com/image.view.php?id=1123749283&gallery=1411

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Mon, 09 Jun 2003 04:04:16 GMT
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Testing and bugfixing is going really well, I may be able to release the map within a couple of days.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by gendres on Mon, 09 Jun 2003 04:28:17 GMT
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Great! I've seen many good comments about that map

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by ArUsH4nII on Mon, 09 Jun 2003 04:53:13 GMT
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yeah, looks and sounds great.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by ArUsH4nII on Mon, 09 Jun 2003 05:00:02 GMT
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hey havocman, where did u get that HUD?, i like it.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 10 Jun 2003 02:27:30 GMT
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I'll be able to release the map tomorrow most likely. I want to fix the last of the vis errors, write the readme, and decide on the final .mix name for the map (since it'll be more like a cnc mode map without vehicles, I might not include "_DM" in the name).

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Captkurt on Tue, 10 Jun 2003 02:41:20 GMT
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JRPereiraI'll be able to release the map tomorrow most likely. I want to fix the last of the vis errors, write the readme, and decide on the final .mix name for the map (since it'll be more like a cnc mode map without vehicles, I might not include "_DM" in the name).

You did a very nice job on the first go around, just wanted to say.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Imdgr8one on Tue, 10 Jun 2003 03:55:42 GMT
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No! ARe you insane!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by mike9292 on Tue, 10 Jun 2003 03:59:15 GMT
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this topic is like the roofgnomes it never dies

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 10 Jun 2003 04:18:06 GMT
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Quote:this topic is like the roofgnomes it never dies

It'll die soon enough - I'll be releasing the map tomorrow (pretty sure) - ven (clanevo) and I spent like 2-3 hours today looking and found a good 65 or so of those annoyingly tiny hard to find vis errors - probably the last of the ones that most people will notice.

I'll be going through and fixing them sometime either later today or tomorrow, and then that's about it as far as vis errors go.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 10 Jun 2003 21:09:39 GMT
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Everything's set to go - I just need to get the testers together to make sure nothing's wrong.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Titan1x77 on Wed, 11 Jun 2003 01:03:06 GMT
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You can count me in...Im gonna set up a server if none wil be up....will prob play all night. :bigups:

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Wed, 11 Jun 2003 01:55:17 GMT
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READ THIS TOP STUFF, DOWNLOAD LINK INCLUDED
I've released the map! You can find it at

http://cnc.unleashed.ws

I'll be submitting it to other sites tomorrow. Below I've included a chunk of the readme, for those
who want to read a little about the map.

About this map
This is the sequel to the higly acclaimed Haunted House map - one of the highest rated Renegade
maps available today. After I had created the map, I had become dissatisfied (as I am with most
of my creations after finding out I'm capable of much more). I decided I was going to put the
month or so of time and effort into making the map into the work of art that I had originally
intended it to be.

The story
The second team's entry into the facility was met with a large firefight and heavily losses.
Fortunately though, Nod forces had taken most of the casualties and retreated before they could
be accounted for. The whereabouts of the survivors were unknown until one of the surveyors of
the site happened upon a secret entrance into what turned out to be the real research facility - of
which the mansion was not and masked to hide, but instead of which the mansion was a shell for.
More weapons were shipped in as well as more experienced soldiers, and with a sense of
urgency they prepared for what would be one final entrance.

The combination of the survivors and rigorously trained additions, were to make one last assault

in this area. What spectacles would they find inside?

Special features:

There are a few special features on the map that are particularly noteworthy.

provide a detriment equivalent to losing the full-sized structure in a C&C-Mode map. The loss of your power plant will double the price of the characters. If you lose your refinery, the trickle of credits to all players on your team will cease. If you lose your barracks, you will no longer be able to purchase any of the character classes that they provide.

Second, is that this map includes provisions for cops and robbers games. Cops and robbers games are a variant of the standard deathmatch game type where in addition to killing everyone on the opposing team, you may find yourself rescuing a teammate who has surrendered rather

making a run for it (in either case, you once more become fair game and may become the target of whatever jail guards are in the area).

The jail areas in Haunted House 2 come in the form of 2 locked rooms for either side (GDI uses the upstairs bathroom and laundry room, and Nod uses the 2 locked cells in their

both keys appear as white/silver stars on your radar. All 4 locked rooms have a single 25% health

the chance that they can make their escape.

Along with the keys being of use for cops and robbers games, there are two weapons caches

not an upgrade mind you). They can serve as pit stops as well as quick supply areas. Both of these keys are locked, and the key requirements have been set in such a way as to require you to risk getting killed in order to reap the rewards. Basically, the key in friendly territory opens the weapons cache in enemy territory, and vice versa (the Nod side key opens the GDI side weapons cache, and the GDI side key opens the Nod side weapons cache).

Tiberios make yet another appearance in this map, with a box in the Kitchen and a box in the Cafeteria (one in GDI territory and one in Nod territory).

the map, and there are many paths between GDI and Nod territory.

This map also builds upon the balance adjustments in Haunted House 1 in more than one way. First off, camping is much less of a problem as to win each round, players will need to damage

and destroy the structure objects on the map if they wish to gain an advantage of their adversaries. Secondly, because of the many MANY paths around the map, players will no longer

every pack of 3 (no free reloads). With the addition of the structure objects, stealth soldiers are no

time to collect the proper equipment to properly assault the structure objects. Technicians and Hotwires have been given back their mines, but every new pack of 3 still costs 600 credits. Resource acquisition has been slightly more balanced. There are fewer weapons per volume but more total on the map. More health and armor powerups have been scattered around the map but balanced so as not to allow a player to survive off of them. Money crates (100 credits each) as also more prominent on the map, allowing mobile players to purchase the more expensive character classes as well as mines, more quickly. One must note however, that Haunted House

common problem).

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Titan1x77 on Wed, 11 Jun 2003 15:22:26 GMT
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Ive got a server up on WOL(www.deathmatch.tk server) with haunted2 in rotation.

The maps Great!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Wed, 11 Jun 2003 20:22:27 GMT
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Hmmm.........the link doesn't seem to work..........dam, and I really wanna play the map.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Titan1x77 on Wed, 11 Jun 2003 21:00:53 GMT
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which link?

My servers on WOL

And the webpage is deathmatch.tk

where theres a link to all the map d-loads for the server.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Skier222 on Thu, 12 Jun 2003 01:31:03 GMT
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i just played it, amazing, good job. only problem is finding ur way around, i need a tourbook.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Thu, 12 Jun 2003 02:14:49 GMT
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maybe i should go and draw up a map for it.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Smokie086 on Thu, 12 Jun 2003 08:53:42 GMT
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I got to beta test it alot and its one of the best if not the best dm map out!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Thu, 12 Jun 2003 18:39:29 GMT
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Link works now, nvm.......going to play it!

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Skier222 on Thu, 12 Jun 2003 19:16:54 GMT
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JRPereiramaybe i should go and draw up a map for it.

yes please do

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Fri, 13 Jun 2003 10:16:36 GMT
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Alright, I'm pretty sure I've completed the map. Hope it helps people become familiar with things.

http://pjrp.unleashed.ws/hauntedhouse2_map.zip

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Fri, 13 Jun 2003 20:02:00 GMT
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GREAT JOB! I really like it. Lots of improvements.

How do you use the jail cells?

Good work man.

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sat, 14 Jun 2003 02:25:47 GMT
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The two locked jail cells are Nod's jail areas in Cops and Robbers games

The locked laundry room and locked upper bathroom in the mansion area are GDI's jail areas in Cops and Robbers games.

This is my general understanding of cops and robbers games::

Cops and robbers games are a variant of the standard deathmatch game type where in addition to killing everyone on the opposing team, you may find yourself rescuing a teammate who has

your timed c4 (so you appear unarmed and therefore are much less likely to be shot on your way

may become the target of whatever jail guards are in the area).

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Sat, 14 Jun 2003 02:27:49 GMT
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ok, thanks. So you must be guarded by an enemy, but you can't be locked in until a teammate rescues you?

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by Skier222 on Sat, 14 Jun 2003 02:35:45 GMT
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cool map, thanks. it helps alot.

Now to plan my next attack

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Sat, 14 Jun 2003 02:54:50 GMT
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ONLY TO BE STOPPED BY ME!!

MUAHAHAHAHAHAHA

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Sat, 14 Jun 2003 03:06:06 GMT
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Well I've noticed usually those who are trying to build up on prisoners, will post a guard or two to make sure there are no jailbreaks.

In Haunted House 2, your captor will have to get the key and guide you into the right room (if you don't have the key, you gotta wait for someone to rescue you - if you do have the key, you can risk escaping on your own).

Subject: Haunted House 2 - RELEASED (check page 6)
Posted by maytridy on Sat, 14 Jun 2003 03:21:39 GMT
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ahhh, i see. Really cool.