Subject: C&C Pacific -first map planned to be released
Posted by xpontius on Tue, 20 May 2003 16:54:34 GMT
View Forum Message <> Reply to Message

Hey after all that help i got i finally have enough to play on. Harvs still dont work and terrain wont bounce bullets but its almost done. I got some pics that u can give me your opinion on. Remember its my only my 3rd actual map i worked on so be easy on it k

Added 5/21-
Pacific is a map in which GDI has discovered a new form of tiberium. Seeing that it is high in levels of radioactivity it can even eat through metal. GDI has built a 10 million dollar bridge just to foward the research on this new form. Unfortunately Nod(or NOD, I DONT CARE) has recieved intellegence on this new form of mutagen and has taken over one of GDI's research base islands.

Pacific Screenshots

Subject: C&C Pacific -first map planned to be released
Posted by maytridy on Tue, 20 May 2003 18:55:04 GMT
View Forum Message <> Reply to Message

Not too bad for your 3rd map. Could use some work, but it looks pretty good.

Subject: C&C Pacific -first map planned to be released
Posted by xpontius on Tue, 20 May 2003 19:03:08 GMT
View Forum Message <> Reply to Message

Heres my list of current problems-
Harv is immobile
Tib sounds are screwed up
tanks get stuck in watery border
& well...thats all Im aware of right now.
Like before helpful tips and opinions are appreciated

Subject: C&C Pacific -first map planned to be released
Posted by bigwig992 on Tue, 20 May 2003 19:37:41 GMT
View Forum Message <> Reply to Message

I'd clone your island mesh, then select editable side mesh. Select the open edges button, punch in .00001 into the extrude number box, hit extrude, then drag it up. Then you have a perfectly fit vehicle blocker. Check hide, deleted all the extra polygons, and set the collisions.

Subject: C&C Pacific -first map planned to be released
Posted by Skier222 on Tue, 20 May 2003 20:31:43 GMT
View Forum Message <> Reply to Message

looks pretty good, is it the same for both sides?

OT: this very off topic. But what operating system r u using. i look at ur menu bar and the top bar and there silver. My r blue, i got XP Home, do u profeesional or a different scheme?

Subject: C&C Pacific -first map planned to be released
Posted by General Havoc on Tue, 20 May 2003 20:42:05 GMT
View Forum Message <> Reply to Message

It's the silver scheme. It comes with XP Pro and Home I think. It's set on the display settings panel under appearance I think. There is a grren colour, the blue and a silver one by default.

The maps looks good at the moment. Hope it makes a good map to play. By the pictures you have of it it looks like your running in 800x600, which is quite low for windows. If you bump it up to 1024*768 or even 1280*1024 if possible it will give you a much better working space for your map and allow more of the screen to be shown. I may be wrong and you reduced it to take the screenies though.

_General Havoc

Subject: C&C Pacific -first map planned to be released
Posted by JRPereira on Tue, 20 May 2003 20:58:31 GMT
View Forum Message <> Reply to Message

Quote: If you bump it up to 1024*768 or even 1280*1024 if possible it will give you a much better working space for your map and allow more of the screen to be shown

Lol, and I barely have enough workspace at 1600x1200

Subject: C&C Pacific -first map planned to be released
Posted by Skier222 on Tue, 20 May 2003 21:02:03 GMT
View Forum Message <> Reply to Message

yea i got it too work, silver woo

Subject: C&C Pacific -first map planned to be released
Posted by OrcaPilot26 on Tue, 20 May 2003 21:07:53 GMT
View Forum Message <> Reply to Message

---

not bad...

Subject: C&C Pacific -first map planned to be released
Posted by Aurora on Wed, 21 May 2003 06:15:43 GMT
View Forum Message <> Reply to Message

It doesn't look horrible.

Make sure people can't base-to-base though.

Subject: C&C Pacific -first map planned to be released
Posted by xpontius on Wed, 21 May 2003 14:51:27 GMT
View Forum Message <> Reply to Message

Quote:Skier222
     Recruit
     Member # 391

          Posted: Tue May 20, 2003 12:31 pm

          looks pretty good, is it the same for both sides?

          OT: this very off topic. But what operating system r u using. i look at ur menu bar
and the top bar and there silver.
          My r blue, i got XP Home, do u profeesional or a different scheme?
          _____
Well yes and no skier. It is the same island each with its own tiny modifications. Rocks and trees
to hide behind are in diff places and islands around the bases most preferably accessible by flying
vehicle are arranged a little bit in a random way. Andyes it is Xp just with the settings on silver.
And Aurora, the bridge is too long to be in range of each base from your base so youd have to be
at least a third of the way on it.