Subject: C&C Seaside Canyon Preview
Posted by NeoSaber on Tue, 15 Jul 2003 07:37:43 GMT
View Forum Message <> Reply to Message

http://www.cnc-source.com/gallery/categories.php?cat_id=64

Its a CnC mode map that uses the exploding structures I've made, as well as some alternate character and vehicle models I've been working on. As some extra added bonus cruelty, I'm putting landmines on the beach.

Subject: C&C Seaside Canyon Preview
Posted by Infinint on Tue, 15 Jul 2003 07:55:58 GMT
View Forum Message <> Reply to Message

so you have building that actully fall to the ground when you kill them, KOO
but are thay C&C buildils or your own buildings?

Subject: C&C Seaside Canyon Preview
Posted by NeoSaber on Tue, 15 Jul 2003 08:22:18 GMT
View Forum Message <> Reply to Message

I took the buildings from Renegade and altered them so parts blow off/fall over/etc when the building is destroyed.

Maybe this will clear things up.
http://www.cnc-source.com/gallery/categories.php?cat_id=66

Subject: C&C Seaside Canyon Preview
Posted by Infinint on Tue, 15 Jul 2003 08:25:04 GMT
View Forum Message <> Reply to Message

cool! i was gona do that for my mod but i never got around to it.
anothe question: dose the build fully blow up and is a pile on the ground of peices just fly off?
what if your in side when it dies will you get stuck or is there a damige zone thats activated when its blows up

---

Subject: C&C Seaside Canyon Preview
Posted by NeoSaber on Tue, 15 Jul 2003 08:40:28 GMT
View Forum Message <> Reply to Message

When I started making them I didn't feel like animating a complete collapse and also deal with the issues of spawners/trapped inside buildings/etc.

I made parts come off. The smoke stacks on the weapons factory fall over as its roof explodes, the top of the obelisk breaks off and falls to the ground, and other stuff like that.

If you want to see some in action, get my map C&C Mineshaft. The buildings use the exploding animations in that map too.

Subject: C&C Seaside Canyon Preview
Posted by Infinint on Tue, 15 Jul 2003 09:08:02 GMT
View Forum Message <> Reply to Message

cool thanks

Subject: C&C Seaside Canyon Preview
Posted by NeoSaber on Wed, 16 Jul 2003 07:41:25 GMT
View Forum Message <> Reply to Message

bump

Subject: Comments & Suggestions
Posted by Dante on Wed, 16 Jul 2003 08:33:49 GMT
View Forum Message <> Reply to Message

Comments:
Good layout, nice to actually see some Infantry War maps with some thought put into them, and oh yes... tunnels.

Building destructions just add more to the gameplay, love it, did you use the damage aggregate ideas that where tossed around, i only assume you did, by adding a seperate aggregate (m*_ag4.w3d) for each building then playing the destruction as certain healths. what happens when you heal, does it reverse LOL, that would be comical to see the ball fly back up on the HoN.

Great over all, give it 4 stars.

Suggestions:
Lighting & Atmosphere. I can't stress this enough, what makes each and every map different is the atmosphere, and the lighting that you use, the same old "happy mid day, lets take a ride in my convertable down to the beach" look is a bit overplayed, i want fog, i want rain, i want hellish background noises that let me know im in the middle of a warzone. i NEED some pre-existing marks that there has been battle there before, or else why would i be here?

SOME objects, yes, using objects in MP is a big no no it seems, but not when used in some cases, a mining cart perhaps, a track on the floors of one of the tunnels would easily make this

option accessible and make mroe realism to the map. Perhaps a pile of (tiberium i am assuming is what they are mining) somewhere that was not yet taken out of the "mine".

Foliage. there is no way that there can not be at least ONE tree in this "semi-grassy" location, toss in a bush or two and a couple of differentiated trees to give it a bit of "growth".

ok, enough of all that

great work, keep it up

Subject: Re: Comments & Suggestions
Posted by NeoSaber on Wed, 16 Jul 2003 17:44:55 GMT
View Forum Message <> Reply to Message

DanteBuilding destructions just add more to the gameplay, love it, did you use the damage aggregate ideas that where tossed around, i only assume you did, by adding a seperate aggregate (m*_ag4.w3d) for each building then playing the destruction as certain healths. what happens when you heal, does it reverse LOL, that would be comical to see the ball fly back up on the HoN.

The building destructions are an additional aggregate (m*_Ex.w3d, and m*_ExR.w3d when the ramps are involved). They aren't based off different stages of building health though. I decided just to make them explode when they are destroyed. One big destruction all at once instead of a little at a time.

On a side note about the destruction animations. I am planning on making a kind of a database file for them. Something like C&C_ExpBldg_Data.mix. I think it would be easier for map makers to use them, and for me to update them whenever I feel like. I'll probably do the same thing for the alternate character and vehicle models I'm working on as well. This way I can release the settings, .gmax building models, and the two database files instead of 100 seperate files all of which need to be packed into a any map that used the destructions or alternate characters. Anyone got any thoughts about that idea?

Subject: C&C Seaside Canyon Preview
Posted by General Havoc on Wed, 16 Jul 2003 17:59:39 GMT
View Forum Message <> Reply to Message

Yeah thats a good idea. If you've been to the ModX recently you will see that sgt.may has been making new vehicles and stuff then making a MIX template so all the user does is put the modfolder into there LevelEdit directory and can use the buildings pre-configured for custom agregates. Sounds like a great idea, maybe you could also write a tutorial on making them if you have time. Great Work!

_General Havoc

Subject: C&C Seaside Canyon Preview
Posted by Titan1x77 on Wed, 16 Jul 2003 18:25:51 GMT
View Forum Message <> Reply to Message

1st off...Map looks great ,Didnt see any new vehicles except for that skinned Light tank??

2ndly I love the exploding buildings...I think the idea of a .mix template is a great idea.

Your Work that has been put forth towards Renegade has been great!!Big-ups to my man Neosaber!!

Keep up the great work!!

**We need all the mappers we can nowadays...it seems like 1 of the main mappers is leaving the community and it's time for a few of us to step up for the community and Give them some Great maps to play!!

Subject: C&C Seaside Canyon Preview
Posted by Aircraftkiller on Wed, 16 Jul 2003 18:29:39 GMT
View Forum Message <> Reply to Message

If only they played them, which they don't.

Subject: C&C Seaside Canyon Preview
Posted by NeoSaber on Wed, 16 Jul 2003 18:58:36 GMT
View Forum Message <> Reply to Message

Titan1x771st off...Map looks great ,Didnt see any new vehicles except for that skinned Light tank??

I don't have very many alternate vehicles right now. I have two alternate Light tanks (Urban and Jungle), and I've nearly finished an alternate GDI APC that uses a skin I made a long time ago. Its the only skin I ever made for Renegade. Only difference is it has 'NOD SUCKS!' spray painted on the front of it.

Characters I have a few more of. Right now the list of alternate characters is:

1 Nod officer (Urban)
1 Deadeye (Urban)
1 Gunner (Urban)
2 Patch (Urban and Jungle)
1 Hotwire (Urban)
2 Stealth Soldiers (Mutant and CnC Source Blue)

I got a GDI jungle camo skin pack off CnC Ammo I plan to make use of, so eventually there

should be a jungle skin model for every GDI unit. Beyond that I'm still looking for skins to use.

Subject: C&C Seaside Canyon Preview
Posted by General Havoc on Wed, 16 Jul 2003 20:13:34 GMT
View Forum Message <> Reply to Message

AircraftkillerIf only they played them, which they don't.

Works fine for me.

_General Havoc

Subject: C&C Seaside Canyon Preview
Posted by Wild1 on Wed, 16 Jul 2003 21:47:03 GMT
View Forum Message <> Reply to Message

I sure as hell will play this one.

I really like the building desructions. I think WW really needed to improve on these.

Other than that. Nice map!

Subject: C&C Seaside Canyon Preview
Posted by NeoSaber on Thu, 17 Jul 2003 23:18:13 GMT
View Forum Message <> Reply to Message

I've added 9 more pics to the preview. Seaside Canyon 14 - 22 are the new ones.

http://www.cnc-source.com/gallery/categories.php?cat_id=64

I've set up the vehicles to have their destruction animations. I also decided to fix the MRLS and mammoth's destruction animation (they used to appear 5 meters above where the vehicle had been).

I'm debating the merits of replacing the Nod APC with the Recon Bike. I originally planned to, but now I'm not sure if it would serve a purpose in a map that has a relatively small, hilly area for vehicles to drive in. Any one have a suggestion on that one?

Subject: C&C Seaside Canyon Preview
Posted by Titan1x77 on Thu, 17 Jul 2003 23:48:30 GMT
View Forum Message <> Reply to Message

NO !!

Thats a big mistake...if you want recons just add them in...But don't replace the APC.....Maybe the buggy if you have to...I still wouldnt do that tho.

Maybe add an extra gdi vehicle.

Subject: C&C Seaside Canyon Preview
Posted by YSLMuffins on Fri, 18 Jul 2003 03:34:15 GMT
View Forum Message <> Reply to Message

I SOO wish that the KILL collision mode would work right.

Subject: C&C Seaside Canyon Preview
Posted by Aircraftkiller on Fri, 18 Jul 2003 04:32:45 GMT
View Forum Message <> Reply to Message

NeoSaberI've added 9 more pics to the preview. Seaside Canyon 14 - 22 are the new ones.

http://www.cnc-source.com/gallery/categories.php?cat_id=64

I've set up the vehicles to have their destruction animations. I also decided to fix the MRLS and mammoth's destruction animation (they used to appear 5 meters above where the vehicle had been).

I'm debating the merits of replacing the Nod APC with the Recon Bike. I originally planned to, but now I'm not sure if it would serve a purpose in a map that has a relatively small, hilly area for vehicles to drive in. Any one have a suggestion on that one?

I honestly suggest that you replace the Nod APC in every instance you deem necessary. Listening to Titan would be a mistake, considering he's not well versed in what he speaks of and is a relative n00b to doing anything with levels.

If you're going to add the Recon Bike, keep the damage at 12 points. Up the firing rate so it's just a bit longer than a Medium Tank's rate of fire.

Subject: C&C Seaside Canyon Preview
Posted by NeoSaber on Fri, 18 Jul 2003 06:28:42 GMT
View Forum Message <> Reply to Message

I don't really like the Nod APC so far from my tests. The GDI APC gets destroyed if it rushes the Obelisk alone, the Nod APC on the other hand can survive the AGT and drive all over the GDI Base. To me that seems to be an advantage Nod isn't meant to have.

When it comes to the Recon Bike it seems relatively useless in my map, the terrain having so many hills makes the Recon somewhat hard to use. There isn't any long stretches before you encounter the base defenses. The AGT then chews up the Recon Bike like its paper. If I add some armor to it that might help.

It's kind of like being stuck between a rock and a hard place. Maybe I'll release a beta of the map with both in it and see what people think would be the better unit to have...

On a side note, Ack. Is it okay if I set up my map so it uses your strings file to announce the tiberium silos being attacked/destroyed?

Subject: C&C Seaside Canyon Preview
Posted by Titan1x77 on Fri, 18 Jul 2003 09:14:18 GMT
View Forum Message <> Reply to Message

Anyways...Having no APC for a map with base defenses is going to give GDI a huge advantage...Anmd don't say the OB will rip it apart...if you got 2 APC's scaling the outside of the OB's Range and 1(possibly both) of them gets in with 3 hotties,Forget about those recons....GDI will own this map and Nod will end up losing unless you make super bikes that can with stand the AGT.

Do What you want...But Im no n00b at playing or modding this game...Im sure you knew that allready...ACK doesnt care about your map,He just wants to disagree with me.

So ACK back up your reason why Nod's APC is no good in a BD map?

Subject: C&C Seaside Canyon Preview
Posted by Aircraftkiller on Fri, 18 Jul 2003 21:40:20 GMT
View Forum Message <> Reply to Message

NeoSaberI don't really like the Nod APC so far from my tests. The GDI APC gets destroyed if it rushes the Obelisk alone, the Nod APC on the other hand can survive the AGT and drive all over the GDI Base. To me that seems to be an advantage Nod isn't meant to have.

When it comes to the Recon Bike it seems relatively useless in my map, the terrain having so many hills makes the Recon somewhat hard to use. There isn't any long stretches before you encounter the base defenses. The AGT then chews up the Recon Bike like its paper. If I add some armor to it that might help.

It's kind of like being stuck between a rock and a hard place. Maybe I'll release a beta of the map with both in it and see what people think would be the better unit to have...

On a side note, Ack. Is it okay if I set up my map so it uses your strings file to announce the tiberium silos being attacked/destroyed?

Recon Bikes are best kept at a torque of 350, so you shouldn't have issues with the AGT tearing them up too much - that's the point of it.

Hills aren't a big deal, either, the players will learn how to use them properly.

Use the strings.tdb if you want, I have no issue with that.

Subject: C&C Seaside Canyon Preview
Posted by YSLMuffins on Sat, 19 Jul 2003 02:39:19 GMT
View Forum Message <> Reply to Message

Neo, just a question...are all of the building exteriors complete H.A.M.'s? Since there's animation the VIS sample will reject the sample and you'll run into VIS issues...I recommend that any part of the exterior that does not animate be exported as Renegade terrain and as a separate model, just so they can cover up the backfaces of the interiors. That way you can have the animating meshes as a separate model.

But if you've already thought of that you're really on the ball and a real step ahead of me!

Subject: C&C Seaside Canyon Preview
Posted by NeoSaber on Sat, 19 Jul 2003 05:44:50 GMT
View Forum Message <> Reply to Message

Only the parts that blow off are H.A.M.s, the rest of the building is terrain. I'm also creating covers for the holes so you don't see the interior backfaces. It'll look like broken concrete.

I didn't get it quite right on the Weapons Factory though. Earlier I was fixing vis errors in the map and I came across a big backface error on it. I think I've got it corrected now though. I'm going to go back over all my models in the next few days to make sure they're all set up properly, based on what I learned from fixing the Weapons Factory.