Subject: C&C_Forgotten_Isle Released
Posted by Spike on Fri, 23 Jan 2004 05:07:29 GMT
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I made a pretty nifty island map.

Theres a few secret areas, waterfalls, volcanos and all that good stuff, so have fun every1!

http://tgnetwk.com/~gen0cide/C&C_Forgotten_Isle.zip

(I might make a AI version later if anyone thinks it worth releaseing just let me know)

Subject: C&C_Forgotten_Isle Released
Posted by Aircraftkiller on Fri, 23 Jan 2004 05:10:37 GMT
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At first glance, that looks great... With some texture tiling problems, but other than that it's not bad at all.

Time for a detailed look...

...WTF. The "waves" move at like 90 miles per hour... Textures are tiled so much that they're extremely repetitive, beyond what normal games use...

Visually it doesn't appeal to me.

Gameplay, maybe, I don't know.

Subject: C&C_Forgotten_Isle Released
Posted by Deafwasp on Fri, 23 Jan 2004 06:00:59 GMT
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Is there some reason GDI ONLY spawns in a small grey bod with 2 funky looking purchase terminals and a door that wont open?

I played on it for nearly 20 minutes as Nod and couldn't find a HINT of GDI. Plus there are a lot of "Secret areas" that dont do squat and you cant get out of!

Subject: C&C_Forgotten_Isle Released
Posted by Cpo64 on Fri, 23 Jan 2004 08:00:10 GMT
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The map is kinda intresting, with some weird teleporters that killed me

I don't like the fact that there is only (that I could find) one way into the nod base. The GDI boat is too small, I think it should have been more elaborate. The gdi harvie should have been dissabled.

The aircraft fuel thing pissed me off to no end, I went threw 4 chopers before I actuly made it too shore (a cuple of them got stuck in the boundaries, a diffrent problem all together.)

Game Play if you have some smart people on Nod will make it awful for GDI.

Since you can't get a fleet of chopers (they would start to die before you had it assembled) you will have to pile everyone into one choper. Now, all nod has to do is sit on the shore with a cuple long range infentry (snipers/ravashaws) and pick off the already damaged helicopters, and watch gdi fall too their deaths, (which will cause hell in the gdi spawn room.)

Only thing GDI has going for them as they decided if they want to fight or not, if they just sit on there boat, nothing will happen. So if GDI some how makes it to shore alive, then all the way to the Nod base, and manages to get a lead in the score, they could just sit on there boat, and have a party

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Subject: C&C_Forgotten_Isle Released
Posted by spreegem on Fri, 23 Jan 2004 14:05:40 GMT
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Could I have permission to put it on my site, or are you planning onfixing all these problems, in which that case I will wait for the updated version.

Subject: C&C_Forgotten_Isle Released
Posted by Spike on Fri, 23 Jan 2004 21:01:28 GMT
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Ill fix it up.

Should I make gdi spawn on another island or something and have it so theres a bridge or something that goes between them instead of using the boat?

Subject: C&C_Forgotten_Isle Released
Posted by Genocide on Fri, 23 Jan 2004 22:51:55 GMT
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For those with script problems:

http://tgnetwk.com/~gen0cide/Scripts.zip

Copy to main Renegade folder.

Subject: C&C_Forgotten_Isle Released
Posted by Cpo64 on Sat, 24 Jan 2004 03:27:49 GMT
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I have the latest scripts :s I don't think its that

Subject: C&C_Forgotten_Isle Released
Posted by Genocide on Sat, 24 Jan 2004 15:39:43 GMT
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Well once spike sent me those scripts it worked for me. remember not to exit the cabin before a few seconds after purchasing a chinook or u will be crushed. the base is directly forward of the back of the ship

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Subject: C&C_Forgotten_Isle Released
Posted by Cpo64 on Sun, 25 Jan 2004 02:24:55 GMT
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Nah, I mean the portal that takes you from the sniper spot that looks over the nod base to the storage area

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