
Subject: C&C_Epocilation

Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 03:10:13 GMT

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I originally wasn't going to make a thread about this, but of the 6 or 7 testers that have played it each one says they loved it. And since another one of my threads was being topic-jacked, I decided to make its own thread.

The map is called Epocilation. The root word is Epoc which means "Period/Event in time" More on why it is named that at a later date. (I don't want to make promises I can't keep, lets keep it at that)

Here are some screen shots of the map as of the last build: (All shots taken from lvi edit)
Nod base:

GDI Base:

Main feature - Duel Layer Bridge:

Battle under the bridge:

View of city A:

View of city B:

The map may seem symmetrical.. it sorta is.. but when I say symmetrical.. I mean C&C_Under symmetrical. Meaning it isn't exactly the same on each side. In fact each side is unique, but it is divided up equally making it symmetrical.

In those images, it shows the bases have 2 silos. Well I have been having problems getting both to work correctly simultaneously, SO I have decided to remove one silo from each team, leaving only one for each team. In exchange, I am giving each team a repair pad.

Additionally, something that I have, but has not been featured in any of the past builds, are destructible walls that I am going to be placing around the bases. (For those of you who tested, and noticed the side base defense that is going to be a side entrance)

I am currently fixing some bugs that I have found and have been found for me.

A list of things fixed for those of you who tested it are:

-Found and included all reported missing textures

- Remade smoke emitters to release 3/5 less particles and also made each particle much more opaque. This, I hope, will fix the FPS dip that traveling through the smoke presented. (If not, limit the dip)
- Corrected targeting on remains of light tank.
- Fixed the problem with Recon bikes rolling on their back side and blowing up.
- Fixed missing obelisk interior items (PT, MCT)
- Added destruction announcements to Construction Yard. (Working on making them audible)

And That is all that I fixed now.

So yea, that is what I am working on, and when it comes out, I hope you all enjoy it.
