Subject: Re: Need help with a map
Posted by Raptor RSF on Wed, 20 Jan 2010 19:52:10 GMT
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Hello crysis,

Well I see you are doing good at trying to make your (first?) map.

Its actually good to start learning like this for the very beginning. Its very difficult to make a nice map, but i know you can do it. You are just testing how the progress of map making goes, and you are doing than i ever did at map making.

My first map was just a square with no terrain details, only to see how the building setup and harvester path finding and tele-porting worked.

If you don't know how to make a better terrain, my advise is to start doing those tutorials that where shipped with 3dsmax. They helped me allot and they contain everything you need to make nice maps.

- Also you may like drawing the map first on paper.
- Don't make the map too large, as those maps mostly not very popular.
- building setup is one very important thing. Both teams should have the same chances destroying the enemy base.
- There should be enough, but not too much strategy in your map.

Do you want harvy walkers in you map?
Do you want the sbh to have better chances?
And what about point whores..?
Do you want a tech or hotty to been able to sneak into enemy base?

Also,
- Some people don't like field or under, just because there is just 1 vehicle entrance to the base.
- Don't make too many tunnels, or too long tunnel.

You might consider > wallnukers/ioners, tunnelnukers/ioners.

Well there is probably much more to make a note off

It takes very much time, but the chance for your map to reach a mappack or server is much higher.

Good luck making great maps