
Subject: Generalcamo's mapping thread

Posted by [Generalcamo](#) on Sat, 13 Nov 2010 05:19:51 GMT

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I really don't know if this is the right thread, but let's continue.

I have been mapping for APB for a while, until the release date was, well, released, so I took up mapping for renegade.

I don't do RenX or 3DS. I mainly hieghtfield or hack into existing maps i.e improving them, fixing bugs, etc.. (If anyone can show me how to do RenX, then I will do it)

Anyway, first up. My current plans.

Hourglass_Flying2

This map was originally created by Fabian of the APB team for renegade. It featured enhanced graphics and gameplay (Map wise), and looked much better. Now to enhance the units.

The main problem is flying units. EA decided that flying units should be different. They made them vulnerable to RAMJETS, paper plates to BULLETS, and basicly they were flying cardboard. My plan is to make them more CnC then what EA did. Here are some changes:

- Orcas amd apaches no longer vulnerable to ramjets and bullets
- Orcas and apaches are now more vulnerable to SAM sites and a new Secondary fire for Rocket launchers
- Instead of instant kill, you now cannot exit above the buildings
- Add destroyed Gap Generator and destroyed Red Alert objects from the war 50 years ago

So, thats the first plan. If you have any concerns, or suggestions, or CONSTRUCTIVE CRITISISM (Not "LOL THE MAPS IS BAD") please post.
