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Subject: 2d Tileset's

Posted by [gibberish](#) on Mon, 08 Mar 2004 10:20:18 GMT

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IRON-FARTIf so, take a look at C&C\_Under. How are you to make the tunnels or caves, or the area under hilltop?

Tunnels are not the problem.

Basically anywhere where there is only one Z position for a given (X,Y) pair is not a problem. But as you say there are sometimes cases where tunnels run under another location (hourglass being the most obvious example).

Several maps in the original C&C games had tunnels all that happened was units disappeared from view, but they still showed on the radar and they could still be controlled, this also happened when naval units went under bridges.

However I noted that in the standard maps there are very few locations where more than two Z positions exist. This leads to another solution, divide the map into an upper and lower level.

The player can simply toggle which level they want to see.

When showing the "Upper" level the entire map would be show but a few locations would be obscured, note tunnels would not be obscured unless they run under another valid location.

When showing the lower level I am not sure what to do, as I see it the options are:

- Show only the obscured areas.
- Show the entire map minus any pieces that obscure the lower level.
- Something logical for the map like cutting of the high ground so that the remaining map has no obscured areas.

As far as setting which route a unit moves when the play clicks on a point that has more than one Z the simplest solution would be to simply move the unit to the Z is closest to its current Z that way the player can guide the unit up slopes if necessary or use way points to do so.

Note: This would be further simplified by the fact that vehicles cannot enter most tunnels.

I am assuming that the game engine would still use some degree of 3D, its just the rendering that would be 2D. However the Z position could be greatly simplified for example there might be only 10 distinct Z values.

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