
Subject: New Map !

Posted by [Anonymous](#) on Tue, 30 Apr 2002 10:24:00 GMT

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how i can improve my map and prevent the graphic Bug. [April 30, 2002: Message edited by: cbgkiller] [April 30, 2002: Message edited by: cbgkiller] [April 30, 2002: Message edited by: cbgkiller]

Subject: New Map !

Posted by [Anonymous](#) on Tue, 30 Apr 2002 10:26:00 GMT

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What kind of graphical bugs? And does those mountains need to be that high? I just imagine it might decrease performance a bit. Apart from that it looks real good. [April 30, 2002: Message edited by: brutus]

Subject: New Map !

Posted by [Anonymous](#) on Tue, 30 Apr 2002 10:32:00 GMT

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looks good

Subject: New Map !

Posted by [Anonymous](#) on Tue, 30 Apr 2002 10:42:00 GMT

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Looks good, but I'd cut down on the mountains to raise the poly count.

Subject: New Map !

Posted by [Anonymous](#) on Tue, 30 Apr 2002 10:59:00 GMT

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Looks good when you've sorted all the problems with it send it to cncmatrix.

Subject: New Map !

Posted by [Anonymous](#) on Tue, 30 Apr 2002 17:08:00 GMT

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I will use this map on my Alt-fire mod which adds an alt-fire to almost all the guns and fixes some balance issues with renegade. If you want me to make this an official map for the mod e-mail me with the .lsd or whatever file (please make it an air map) klandfair@cfl.rr.com

Subject: New Map !

Posted by [Anonymous](#) on Wed, 01 May 2002 00:03:00 GMT

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ReRam, good job! You can use a lot more polys than that though. Here's an idea for you to experiment with: Try selecting all of your mountains and applying the "MeshSmooth" modifier on them, then apply a noise modifier to make them look more realistic. greg

Subject: New Map !

Posted by [Anonymous](#) on Wed, 01 May 2002 00:08:00 GMT

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quote: Originally posted by Hjelstrom: ReRam, good job! You can use a lot more polys than that though. Here's an idea for you to experiment with: Try selecting all of your mountains and applying the "MeshSmooth" modifier on them, then apply a noise modifier to make them look more realistic. greg
im gonna make a note of that. Mmmm_cheese have been flaming almost everybody in the mod forum. about using mesh smooth etc.. im gonna use this as reference to him.

Subject: New Map !

Posted by [Anonymous](#) on Wed, 01 May 2002 00:13:00 GMT

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Aye, people are being way too paranoid about poly counts. I'd estimate a couple buildings have about as many polys as the rest of the terrain on that level.

Subject: New Map !

Posted by [Anonymous](#) on Wed, 01 May 2002 00:24:00 GMT

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have tested a map with 50,000+ poly count and all CUSTOM units.. all with 800+ polys. Worked fine. No lag or anything.. heheewen on ****ty wol, it worked..

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Posted by [Anonymous](#) on Wed, 01 May 2002 00:25:00 GMT

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BTW.. keep up the good work.I LOVE HUGE MAPS.. thats why all my maps are quite large compare with the official ones.unfortunaly not as good in detail yet,
