

---

Subject: C&C\_Niagra

Posted by [Titan1x77](#) on Wed, 01 Sep 2004 19:04:55 GMT

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Nice medium size map that I finally got around to finishing.

DL it here [www.titan.renstation.net/maps/C&C\\_Niagra.zip](http://www.titan.renstation.net/maps/C&C_Niagra.zip)

Feel free to host this file.

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Subject: C&C\_Niagra

Posted by [Titan1x77](#) on Wed, 01 Sep 2004 19:42:20 GMT

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Im hosting this map along with Slash0x's new map on Fastc0nn2

As soon as I can talk with Crimson, the server will be running Renguard.

The Rotation will change once RG running to just WS maps and a couple of well known fanmaps to get the server going,for now if you want to try these new maps out stop by.

heres the rotation.....

C&C\_Volcano.mix

C&C\_Niagra.mix

C&C\_Night0X.mix

C&C\_Islands.mix

C&C\_High\_Noon\_2.1.mix

C&C\_Complex.mix

C&C\_Terrace.mix

C&C\_Walls\_Flying.mix

C&C\_Cairo.mix

C&C\_Canyon.mix

C&C\_Hourglass.mix

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Subject: C&C\_Niagra

Posted by [z310](#) on Wed, 01 Sep 2004 19:53:20 GMT

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another great map

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Subject: C&C\_Niagra  
Posted by [Fabian](#) on Wed, 01 Sep 2004 20:23:47 GMT  
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---

I wish I could have beta tested, because this map has a lot of potential. I think there needs to be more infantry cover (rocks, bunkers, etc) and the if you try to jump into the river it is buggy (although you may have intended on it).

---

Subject: C&C\_Niagra  
Posted by [Titan1x77](#) on Wed, 01 Sep 2004 20:52:45 GMT  
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---

I rushed this map out(didnt even have a beta)...i may re-visit it again some day and fix it up.,yea i didnt want to bother with a scriptzone on the bottom killing anything that fell down there,so i just left collision off

Ive got 3 more maps i want to get released and then concentrate on Reborn and some other projects Im working on.

---

Subject: C&C\_Niagra  
Posted by [Xtrm2Matt](#) on Wed, 01 Sep 2004 21:25:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This map looks pretty cool. I shall test later.

Good job

---

Subject: C&C\_Niagra  
Posted by [SickOptometrist](#) on Wed, 01 Sep 2004 22:22:38 GMT  
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---

C&C\_Viagr...uh hum I mean Niagra...nice & thanks Titan - much appreciated.  
We will be running it in the =Renwarz=The Order server.  
ip 67.19.129.68 port 4849

---

Subject: C&C\_Niagra  
Posted by [zunnie](#) on Wed, 01 Sep 2004 22:37:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

5.05KB/s :S

Screenie looks nice

---

[zunnie]

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Subject: C&C\_Niagra  
Posted by [z310](#) on Wed, 01 Sep 2004 22:56:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

50 and going down

It steadied at 8.5, any ideas to speed it up?

---

---

Subject: C&C\_Niagra  
Posted by [Alkaline](#) on Thu, 02 Sep 2004 02:31:40 GMT  
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---

yay titan maps are the best

what is slashox's new map? Dont' tell me its ruins0X because that one is buggy...

ahh n/m night0x... nice nice...

---

---

Subject: C&C\_Niagra  
Posted by [Aircraftkiller](#) on Thu, 02 Sep 2004 02:59:35 GMT  
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---

Already looked it over, you weren't kidding about throwing it together. WTF is that crap?

It has no resemblance to Niagara Falls. The trees are barely growing out of the ground. The "central overpass" doesn't even look natural and has absolutely no support to it. You could make it concrete and it would look more believable... The bridges have no detail. The waterfall is poorly made, it's just a box with some extra sides that has bad texture mapping.

The guard towers are not matched to the terrain. The Airstrip is not matched to the terrain. On the subject of "natural" none of it looks natural. If you were going for the Renegade effect you could easily have used 10% of the 23,500 polygons to make it as undetailed as it already is. It's still inside of a canyon, there is no logical entrance or exit point. There is no reason why anyone would build a base there unless they were high on crack cocaine.

Overall it's very bland, boring, and has no appeal.

---

---

Subject: C&C\_Niagra  
Posted by [Fabian](#) on Thu, 02 Sep 2004 03:21:23 GMT

---

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---

Spam...

You said this in the Modding Forum.

Anyway...Titan, are you planning to make a new version of this?

---

---

Subject: C&C\_Niagra

Posted by [WeAp0nMaN](#) on Thu, 02 Sep 2004 08:52:00 GMT

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---

Good to see that people are still making maps for Renegade.

---

---

Subject: C&C\_Niagra

Posted by [Titan1x77](#) on Thu, 02 Sep 2004 10:16:27 GMT

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---

zunnie5.05KB/s :S

Screenie looks nice

[zunnie]

Renstation is having its problems right now,...if i can find somewhere else to host it I'll send it out....Sorry

---

---

Subject: C&C\_Niagra

Posted by [Pendulum](#) on Thu, 02 Sep 2004 13:59:39 GMT

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---

<http://www.renegadezone.com> needs new files and updates, ask them to host it

---

---

Subject: C&C\_Niagra

Posted by [Alkaline](#) on Thu, 02 Sep 2004 17:38:07 GMT

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---

Titan1x77zunnie5.05KB/s :S

Screenie looks nice

[zunnie]

---

Renstation is having its problems right now,...if i can find somewhere else to host it I'll send it out....Sorry

I'll host it, neronhosting is on a gigabit pipe

---

---

Subject: C&C\_Niagra  
Posted by [Alkaline](#) on Thu, 02 Sep 2004 17:39:03 GMT  
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---

Btw Titan, I think you need to fix this map up or release 1.1 version...seriously too many glitches, not the typical Titan work we are used to...

---

---

Subject: C&C\_Niagra  
Posted by [WNxCABAL](#) on Thu, 02 Sep 2004 18:12:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Titan1x77zunnie5.05KB/s :S

Screenie looks nice

[zunnie]

Renstation is having its problems right now,...if i can find somewhere else to host it I'll send it out....Sorry

I'll host it,  
<http://www.conquerworld.me.uk>

---

---

Subject: C&C\_Niagra  
Posted by [xptek](#) on Thu, 02 Sep 2004 18:19:31 GMT  
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---

Ugh, too many bugs.

---

---

Subject: C&C\_Niagra  
Posted by [Aircraftkiller](#) on Thu, 02 Sep 2004 19:12:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Alkaline, that IS typical Titan work...

---

---

Subject: C&C\_Niagra  
Posted by [Fabian](#) on Thu, 02 Sep 2004 19:48:31 GMT  
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---

I think Titan has done better before.

Ack, please stop trying to set fire to these threads.

---

---

Subject: C&C\_Niagra  
Posted by [WNxCABAL](#) on Thu, 02 Sep 2004 19:56:43 GMT  
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---

is Titan the creator of the High Noon Series?

---

---

Subject: C&C\_Niagra  
Posted by [Aircraftkiller](#) on Thu, 02 Sep 2004 20:10:05 GMT  
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---

I don't set fires online, last time I checked fire doesn't catch unless it has three elements to burn with...

And yes, he may have done "better" before but that was likely a fluke. Few if any play his creations and that should speak for itself...

---

---

Subject: C&C\_Niagra  
Posted by [Fabian](#) on Thu, 02 Sep 2004 20:23:21 GMT  
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---

I was playing High Noon on a server yesterday, actually. The last time I ever played one of your maps was over 6 months ago, and that was voted to be skipped 3 minutes into the game.

And if you can't figure out what I meant by setting fire to threads, you should really be worried for your own intelligence. You have already been proven wrong in that "flaming" is indeed a term for heated exchange on a forum, and thus the analogy of setting fire to a thread should logically follow. You aren't impressing anyone when you play dumb.

How do you think Titan's previous maps were flukes? Did he accidentally trip on his shoelaces and create a decent map? How can you accidentally, intentionally do something?

---

---

Subject: C&C\_Niagra  
Posted by [pirkel123](#) on Thu, 02 Sep 2004 20:50:44 GMT  
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---

I love titans maps. Terrace is really nice.

---

---

Subject: C&C\_Niagra

Posted by [WNxCABAL](#) on Thu, 02 Sep 2004 21:06:19 GMT

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---

Fix High Noon 2.1 before doing any others...

---

---

Subject: C&C\_Niagra

Posted by [Aircraftkiller](#) on Thu, 02 Sep 2004 21:31:45 GMT

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---

Quote:I was playing High Noon on a server yesterday, actually. The last time I ever played one of your maps was over 6 months ago, and that was voted to be skipped 3 minutes into the game.

Probably one of those n00b servers run by idiot administrators... I don't care who runs my work for Renegade, I'm not interested in it.

Quote:And if you can't figure out what I meant by setting fire to threads, you should really be worried for your own intelligence. You have already been proven wrong in that "flaming" is indeed a term for heated exchange on a forum, and thus the analogy of setting fire to a thread should logically follow. You aren't impressing anyone when you play dumb.

Wow, you proved me wrong once! Congratulations, maybe now you can work on proving me wrong each time you argue, and this time make it something actually more than a symbolic victory over something that could swing both ways! I don't know about you, I won't speak for you, but if I were in your position I definitely would not want to be called a "flamer" or someone who "flames" things... Sounds so fucking gay it's almost unbelievable.

I'm not playing dumb, it's called inciting a response from you. I do things to piss you off for the reaction you make.

Quote:How do you think Titan's previous maps were flukes? Did he accidentally trip on his shoelaces and create a decent map? How can you accidentally, intentionally do something?

Quote:You aren't impressing anyone when you play dumb.

---

---

Subject: C&C\_Niagra

Posted by [SickOptometrist](#) on Thu, 02 Sep 2004 21:43:14 GMT

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---

AircraftkillerAlready looked it over, you weren't kidding about throwing it together. WTF is that crap?

Overall it's very bland, boring, and has no appeal.

---

Now ACK, why don't you tell us how you really feel. You need to learn how to deal with this supression...

---

---

Subject: C&C\_Niagra  
Posted by [Alkaline](#) on Thu, 02 Sep 2004 22:28:17 GMT  
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---

AircraftkillerAlkaline, that IS typical Titan work...

I know what his other maps are like and I know how this one is, it has more bugs than other maps released by titan.

But not to worry I'm sure titan will fix the problems in 1.1 version of the map.

---

---

Subject: C&C\_Niagra  
Posted by [Fabian](#) on Thu, 02 Sep 2004 23:13:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AircraftkillerProbably one of those n00b servers run by idiot administrators... I don't care who runs my work for Renegade, I'm not interested in it.

So you don't care who runs your maps...yet you still take the time to make the point that it was probably a "n00b server" that ran Titan's maps...strange.

There is a difference between playing dumb, and mocking dumb logic...I'll let you figure out who did what.

Aircraftkiller...it's called inciting a response from you. I do things to piss you off for the reaction you make.

So you are doing these things purely for the responses you get and not to add anything productive to the conversation? Sounds like that makes you a flamer. Take that which ever way you like (let's see how mature you are).

And please don't swear. It simply degrades this debate into pointless flaming--something I'm trying to avoid while still getting my points across.

---

---

Subject: C&C\_Niagra  
Posted by [bigejoe14](#) on Thu, 02 Sep 2004 23:14:59 GMT  
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---

Quote:But not to worry I'm sure titan will fix the problems in 1.1 version of the map.  
There shouldn't have to be a "1.1" version. Maps should be playable and bug free as soon as they are released to the public.

---

---



Subject: C&C\_Niagra  
Posted by [DeathAX](#) on Thu, 02 Sep 2004 23:38:36 GMT  
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---

AircraftkillerAlready looked it over, you weren't kidding about throwing it together. WTF is that crap?

Some of your Renalert maps have tree's placed in the air.

---

---

Subject: C&C\_Niagra  
Posted by [Aircraftkiller](#) on Fri, 03 Sep 2004 00:24:33 GMT  
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---

And your point is? I don't claim to be perfect, I do make mistakes. :rolleyes:

Trees floating about a foot in the air are not a gameplay concern, it's a simple graphical issue that causes no problems unless you somehow get stuck underneath them.

---

---

Subject: C&C\_Niagra  
Posted by [Beanyhead](#) on Fri, 03 Sep 2004 00:27:24 GMT  
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---

DeathAXAircraftkillerAlready looked it over, you weren't kidding about throwing it together. WTF is that crap?

Some of your Renalert maps have tree's placed in the air.

That is a pretty common bug on a lot of maps, anyone who's created a few maps has had that happen to them.

---

---

Subject: C&C\_Niagra  
Posted by [msgtpain](#) on Fri, 03 Sep 2004 00:42:17 GMT  
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---

Aircraftkiller The trees are barely growing out of the ground.

The guard towers are not matched to the terrain. The Airstrip is not matched to the terrain. On the subject of "natural" none of it looks natural.

Aircraftkiller

Trees floating about a foot in the air are not a gameplay concern, it's a simple graphical issue that causes no problems unless you somehow get stuck underneath them.

---

I think it's safe to say that "Floating Trees" are not matched to the terrain, and they definately do not feel "natural".. His are "barely growing out of the ground" and yours are "floating".. but it's okay for you, cause.. well..

You're Ack..

---

---

Subject: C&C\_Niagra  
Posted by [Aircraftkiller](#) on Fri, 03 Sep 2004 01:16:46 GMT  
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---

Did anyone say it was okay? Oh right, no one did. There you go again, being a dumbass as usual! Keep it up and I'll have more funny stories about you to add to my collection. "Now he makes up stories just to satisfy his need to fuck with people!"

---

---

Subject: C&C\_Niagra  
Posted by [Fabian](#) on Fri, 03 Sep 2004 02:32:37 GMT  
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---

That's not a very funny story.

---

---

Subject: C&C\_Niagra  
Posted by [msgtpain](#) on Fri, 03 Sep 2004 03:24:44 GMT  
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---

Aircraftkiller Did anyone say it was okay? Oh right, no one did.

Quote:not a gameplay concern

Aircraftkiller Keep it up and I'll have more funny stories about you to add to my collection. "Now he makes up stories just to satisfy his need to fuck with people!"

I love being the lead charecter in your fantasies.. just knowing that makes me all warm and fuzzy inside.

---

---

Subject: C&C\_Niagra  
Posted by [Fabian](#) on Fri, 03 Sep 2004 03:38:49 GMT  
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---

Get over yourself. You were out done by Sailor Jupiter months ago... :rolleyes:

---

---

Subject: C&C\_Niagra

Posted by [Aircraftkiller](#) on Fri, 03 Sep 2004 05:28:02 GMT

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---

"Not a gameplay concern = admittance of it not being a problem" is really scraping the barrel for stuff to pick fights with. If you weren't so eager to try and shit on me, you might look a bit deeper into what I said... Because, when I said "it's not a gameplay concern" I pretty much meant just that. It's a graphical problem which is unimportant and can be fixed in spare time during the ...drumroll please... ongoing public beta test of RA! Who'd of thought that we would find problems that need to get fixed in a public beta test?

You certainly outdid everyone there champ...

---

---

Subject: C&C\_Niagra

Posted by [NHJ BV](#) on Fri, 03 Sep 2004 08:31:29 GMT

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---

These threads never dissappoint me

---

---

Subject: C&C\_Niagra

Posted by [Titan1x77](#) on Fri, 03 Sep 2004 09:33:52 GMT

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---

bigejoe14Quote:But not to worry I'm sure titan will fix the problems in 1.1 version of the map. There shouldn't have to be a "1.1" version. Maps should be playable and bug free as soon as they are released to the public.

How do you figure??

I can only tell what bugs arise from playing it,I didnt have time for a beta so I let the public find out whats wrong...and dont tell me that there is a proper way, I choose to do it this way.

And what are these bugs anyways,please be more specific...i leave a readme and an email addy for these type of things,or since theres an active topic,post the bugs here.

---

---

Subject: C&C\_Niagra

Posted by [Titan1x77](#) on Fri, 03 Sep 2004 09:37:09 GMT

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\_TFWxANDY\_Fix High Noon 2.1 before doing any others...

---

what needs fixing?

---

---

Subject: C&C\_Niagra  
Posted by [Javaxcx](#) on Fri, 03 Sep 2004 10:09:03 GMT  
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---

Ok, I just did a quick run-through of the map.

I like the concept. It's, IMO, very similar to the kind of level like Under. And that suits Renegade well.

For starters: The ground under the bridges is just an illusion. You fall right through it and respawn. It's not even just the ground, but the walls surrounding it as well.

The Obelisk was trying to shoot me through the tunnel. I could see the splash of it on the ground, but I took no damage.

Just a suggestion, you need more rocks or foliage along the upper paths. The trees by themselves are decent, but the rocks would give it more of a navigable terrain for infantry against vehicles like APCs.

---

---

Subject: C&C\_Niagra  
Posted by [Titan1x77](#) on Fri, 03 Sep 2004 10:48:15 GMT  
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---

Javaxcx The trees by themselves are decent, but the rocks would give it more of a navigable terrain for infantry against vehicles like APCs.

Will do for the next version

I left the collision off so players wouldn't be trapped down there...or shooting from underneath the water, it serves its purpose, although I could add a script zone to kill any infantry that falls down there.

The OB controller won't be changed to be more accurate, I'm using the default settings like many other maps do.

---

---

Subject: C&C\_Niagra  
Posted by [Javaxcx](#) on Fri, 03 Sep 2004 11:29:21 GMT  
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---

Hmm... maybe it's just my detail settings, but I don't see water at all at the bottom. That might be

why I get the illusion that I'm falling into, and then through solid rock. Couldn't you just set something that will simply kill the user instantly once they touch the ground?

---

Subject: C&C\_Niagra  
Posted by [Dan](#) on Fri, 03 Sep 2004 12:44:17 GMT  
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---

JavaxcxCouldn't you just set something that will simply kill the user instantly once they touch the ground?  
Titan1x77i could add a script zone to kill any infantry that falls down there

---

Subject: C&C\_Niagra  
Posted by [Javaxcx](#) on Fri, 03 Sep 2004 12:47:49 GMT  
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---

I meant, not only infantry, but vehicles that also fall down.

---

Subject: C&C\_Niagra  
Posted by [Fabian](#) on Fri, 03 Sep 2004 13:12:42 GMT  
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---

Vehicles can't get down there. There are vehicle blockers.

---

Subject: C&C\_Niagra  
Posted by [GunVixen](#) on Fri, 03 Sep 2004 13:30:24 GMT  
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---

Cool map. I like it! Good job.

---

Subject: C&C\_Niagra  
Posted by [msgtpain](#) on Sat, 04 Sep 2004 01:04:31 GMT  
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---

Aircraftkiller"Not a gameplay concern = admittance of it not being a problem" is really scraping the barrel for stuff to pick fights with. If you weren't so eager to try and shit on me, you might look a bit deeper into what I said... Because, when I said "it's not a gameplay concern" I pretty much meant just that. It's a graphical problem which is unimportant and can be fixed in spare time during the ...drumroll please... ongoing public beta test of RA! Who'd of thought that we would find problems that need to get fixed in a public beta test?

You tell him is maps are shit because of XXX  
someone points out that your maps do XXX just the same  
You justify your errors by stating that they aren't a gameplay concern..

it's a vicious cycle that I'm surprised you can't see with your vast intellect.. But I must ask.. If it's just a gameplay concern, and it'll be fixed when people point them out to you, why do his maps suck when they have them, but yours don't?

because Quote: You're Ack

---

---

Subject: C&C\_Niagra  
Posted by [warranto](#) on Sat, 04 Sep 2004 01:16:57 GMT  
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---

Locked. Trying to maintain some coherence with how similar types of threads are treated in the mod forum. Dante set the bar high regarding modding issues, so I'm going to try to keep it high regarding the same stuff here.

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