
Subject: new map...

Posted by [Titan1x77](#) on Wed, 01 Sep 2004 20:58:54 GMT

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

Not alot of time spent on detailing this map, Just had the idea for a good layout and applied it....should make for some good gameplay.

DL it here www.titan.renstation.net/maps/C&C_Niagra.zip

Feel free to host this file.

Subject: new map...

Posted by [Dante](#) on Wed, 01 Sep 2004 22:14:13 GMT

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more screens?

Subject: Re: new map...

Posted by [Slash0x](#) on Wed, 01 Sep 2004 22:30:22 GMT

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Titan1x77...Not alot of time spent on detailing this map...

Lol, same here with my map I just release as well. Kind ironic that we both come out with a new map the same day.

Subject: new map...

Posted by [YSLMuffins](#) on Thu, 02 Sep 2004 00:40:59 GMT

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Dantemore screens?

Subject: new map...

Posted by [Havoc 89](#) on Thu, 02 Sep 2004 01:04:25 GMT

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good map but i spotted a few errors.

The Nod Power plant has the GDI logo on it.
The Waterfall doesn't look good, it is not smooth.
There are no End Game Beacons. unless you wanted it that way.
The TOW HumVee's textures appear as black.

Everything else looks pretty good.

Good job man, keep it up!

Subject: new map...
Posted by [DeathAX](#) on Thu, 02 Sep 2004 01:37:46 GMT
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Havoc 89
The TOW HumVee's textures appear as black.

They appeared black because you have , I think , City_Flying_SE. Remove that and the textures should appear like normal.

Subject: new map...
Posted by [Havoc 89](#) on Thu, 02 Sep 2004 02:02:20 GMT
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ahh, it works now. Thank you.

Subject: new map...
Posted by [Aircraftkiller](#) on Thu, 02 Sep 2004 03:00:15 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: new map...

Posted by [Fabian](#) on Thu, 02 Sep 2004 03:07:12 GMT

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Yeah, it could use more detailing. Infantry need more cover. You could have picked a better name, btw

Subject: new map...

Posted by [Titan1x77](#) on Thu, 02 Sep 2004 10:10:22 GMT

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I didnt really care to name it anything special

Its not suppose to look like or resemble Niagra falls

Its not suppose to have ped's, I prefer base kill.

It's a map for a game,I dont really care if it needs supports ... seems to be holding up just fine...
:rolleyes:

I do wish i had time for more cover spots but lets consider this as a public beta,after quite a few games on the map I can find out what should go where etc....its just not possible for me to spend hours making everything look it's best at this time.

Remember...if the gameplay sucks the looks dont matter at all...rather have good gameplay then a nice looking map that is dull and boring...you can always dress the map up for the nitpickers when you find the time to do so.

Subject: new map...

Posted by [Sir Phoenixx](#) on Thu, 02 Sep 2004 13:07:24 GMT

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Titan1x77Remember...if the gameplay sucks the looks dont matter at all....

It goes both ways.

And your screenshot isn't there.

Subject: new map...

Posted by [Renardin6](#) on Thu, 02 Sep 2004 13:12:37 GMT

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Sir phoenix, you should change your sig.

<http://www.cncreborn.com> belongs to us now. I tell that to you because I decided to be nice with you and AK here

Subject: new map...

Posted by [Sir Phoenixx](#) on Thu, 02 Sep 2004 13:17:16 GMT

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Wtf? I thought I changed it yesterday. I went to remove it yesterday after Lefty told me he had pointed cncreborn.com to goat.cx...

It probably didn't go through.

Subject: new map...

Posted by [Aircraftkiller](#) on Thu, 02 Sep 2004 15:50:49 GMT

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Quote:It's a map for a game,I dont really care if it needs supports ... seems to be holding up just fine...

There we have it

[edited]

Subject: new map...

Posted by [bigejoe14](#) on Thu, 02 Sep 2004 20:36:49 GMT

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You know, it would look a lot more professional if you moderators would just put something like "[edited due to content]" instead of replacing the content of the post with a stupid picture.

Subject: new map...

Posted by [Ferhago](#) on Thu, 02 Sep 2004 20:51:13 GMT

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Probably but this is way more entertaining

Subject: new map...

Posted by [npsmith82](#) on Thu, 02 Sep 2004 20:53:50 GMT

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bigejoe14 You know, it would look a lot more professional if you moderators would just put something like "[edited due to content]" instead of replacing the content of the post with a stupid picture. Personally, i think the 'putting out the flames' picture is perfect. Much more pleasing to see than some more argumentative back-chat.

I hope you plan to use that picture in the future for every post you edit to halt the flaming.

Good work YSLmuffins/Dante, though I do agree for it to say "[Edited by YSLmuffins / Dante]".

Subject: new map...

Posted by [DeathAX](#) on Thu, 02 Sep 2004 23:33:37 GMT

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Its a good map but.. It seems you didnt finish it. There is no tiberium , So the harvester kind harvest grass for resources. There is not water but.. I hear the water. Misssing texture maybe?

Anyways its ok but could use a few fixes. Also the Recon bike has no Purchase Icon.

Subject: new map...

Posted by [Titan1x77](#) on Fri, 03 Sep 2004 09:39:00 GMT

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DeathAX Its a good map but.. It seems you didnt finish it. There is no tiberium , So the harvester kind harvest grass for resources. There is not water but.. I hear the water. Misssing texture maybe?

Anyways its ok but could use a few fixes. Also the Recon bike has no Purchase Icon.

the water texture is in the always.dat,the texture is used in field and other WS maps,umm theres tiberium right outside of the base.....maybe you could show me some SS's of these problems.

Subject: new map...

Posted by [DeathAX](#) on Fri, 03 Sep 2004 10:06:50 GMT

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No Water:

Harvesting Grass to fund our war efforts:

Subject: new map...

Posted by [Titan1x77](#) on Fri, 03 Sep 2004 10:45:42 GMT

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well your just missing the textures...I'll add those to the next version.

Subject: new map...

Posted by [Slash0x](#) on Fri, 03 Sep 2004 18:10:59 GMT

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lol...

Subject: new map...

Posted by [Alkaline](#) on Mon, 06 Sep 2004 20:54:57 GMT

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Thier is a gameplay bug... vehcs park themselves on the red area on the strip when dropped off by the cargo plane :/ please fix in next version...

any chance you can add some new tanks? like hover mlrs for gdi?

Subject: new map...

Posted by [htmlgod](#) on Mon, 06 Sep 2004 21:34:42 GMT

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Harvesting grass? ITS GENIUS! Nod will never need money again!

Subject: new map...

Posted by [Doitle](#) on Mon, 06 Sep 2004 23:52:14 GMT

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Quote:Harvesting grass? ITS GENIUS! Nod will never need money again!

420 Credz man...
