
Subject: old overlord thread

Posted by [Anonymous](#) on Mon, 17 Jun 2002 20:50:00 GMT

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That's right folks, I finally got it done. Had to make a couple changes to get it to .mix format, but I don't think anyone will mind as soon as the rockets start flying! I did a lot of touching up in the last few hours, added a full array of signs so people aren't confused and there's now a detailed mission plan onboard the Aircraft Carrier for the attackers to review before the assault. Defenders have a much more efficient way of moving about the large base so they should always have the advantage. Hmm what else? Added a GDI PT in the Barracks (entry is located on rear wall of low deck. This way GDI can rearm half way. The only way to win is by beacon now simply because it wasn't going to happen with c4 and stay in .mix. So where do you get it?? RIGHT HERE (only 1.57mb for the fifty-sixers) Read the README for important info about mirroring, gameplay, etc. Also, please host a good server if you can, or throw the map into rotation. I need to see how it works with 10 or more people as that's what it was designed for. That's it! Get it now! If link don't work: http://evolve.havocide.com/downloads/C&C_Overlord.zip [June 19, 2002, 14:32: Message edited by: BuBaJones]

Subject: old overlord thread

Posted by [Anonymous](#) on Mon, 17 Jun 2002 20:52:00 GMT

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getting overlord now!!!!!!!!!!!! oh baby. Godd Job. I cant wait to play.(if i do)

Subject: old overlord thread

Posted by [Anonymous](#) on Mon, 17 Jun 2002 20:55:00 GMT

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Thanks man, hopefully it'll be on servers by tomorrow. maybe tonight? or am i being to hopeful

Subject: old overlord thread

Posted by [Anonymous](#) on Mon, 17 Jun 2002 20:55:00 GMT

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Praise the lord. I'm downloading it now. woohoo>B) Death to all n00bs but respect all newbs

Subject: old overlord thread

Posted by [Anonymous](#) on Mon, 17 Jun 2002 20:56:00 GMT

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its 1.34 megs sorry i had to correct you.. let me know if someone is gonna host.

Subject: old overlord thread
Posted by [Anonymous](#) on Mon, 17 Jun 2002 20:56:00 GMT
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cool, posting about on havocide right now only 40\% done downloading though :(i wish i was back on my broadband

Subject: old overlord thread
Posted by [Anonymous](#) on Mon, 17 Jun 2002 20:56:00 GMT
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Cool water! Can you plz tell me how you did that?

Subject: old overlord thread
Posted by [Anonymous](#) on Mon, 17 Jun 2002 20:57:00 GMT
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i guess i will try to host this for ya my wol name is XoTAoC.. cheers amd see you guys there mates if u wanna play i might be ingame just send me a message and i will come out and host this baby.

Subject: old overlord thread
Posted by [Anonymous](#) on Mon, 17 Jun 2002 20:58:00 GMT
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lol, I had it as too big then. All well, no harm there. The water is the one from Mission 1.I'm going to write a design tutorial in a day or so, taking a break now

Subject: old overlord thread
Posted by [Anonymous](#) on Mon, 17 Jun 2002 21:06:00 GMT
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Ok thx, and i just noticed something else... go behind the GDI ship, fall into the water... and theres a box there... its... odd.

Subject: old overlord thread

Posted by [Anonymous](#) on Mon, 17 Jun 2002 21:07:00 GMT

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im hosting!!!

Subject: old overlord thread

Posted by [Anonymous](#) on Mon, 17 Jun 2002 21:22:00 GMT

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Get close to the box and look at it. It's supposed to be there.

Subject: old overlord thread

Posted by [Anonymous](#) on Mon, 17 Jun 2002 21:57:00 GMT

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Why did you give Nod buggy spawn points? Since you did that you could've given GDI orca spawning points for the allied air power.

Subject: old overlord thread

Posted by [Anonymous](#) on Mon, 17 Jun 2002 23:32:00 GMT

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Actually I couldn't since there is no Preset for Orca spawns. I would have not been able to make a .mix if I did.

Subject: old overlord thread

Posted by [Anonymous](#) on Mon, 17 Jun 2002 23:55:00 GMT

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downloading..

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 04:08:00 GMT

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bump before i go to bed

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 04:25:00 GMT

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hmmm i like the mapp but one littel thing : NO Aircrafts ?! Its an aircraftcarier !!!and you cant even bay a transport helicopterplease add atleast some aircraft !!otherwise the mapp is verry verry good !!!

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 04:43:00 GMT
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5 stars for ugreat map!!

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 05:15:00 GMT
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!great map!

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 05:51:00 GMT
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How about somebody start an online game? Make a server, if anybody has a good con that would be great!

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 08:17:00 GMT
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dude i tested yur map ITS ****ING
SWEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEET!!1

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 10:08:00 GMT
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Ah thanks guys. Only reason I didn't add aircraft is because 1. they would have been really weird because they would have invisible walls everywhere (way limited flying zone) and 2. it would be way easy to win, just fly to the back and drop everyone off.Maybe if you guys really want them, I'll put em in, just thought they'd ruin it.

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 10:30:00 GMT

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dude sweet map!!! although it'd be cool if u could change the wooden planks leading off the gdi ship to metal so it'd be more realistic also is there a way to incorporate an objective? Like a building to destroy or something... otherwise it's a win by score... cool map!

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 10:37:00 GMT

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Yeah, I might allow Nod to counter attack and beacon the Carrier. Not sure, I'm thinking of doing one update do fix the few things bothering me, like the fact that I totally left out the wind sounds, I had put them in, but opened the wrong version and totally forgot. Same thing with the vehicle wall in the water and the Gunboats. Also thinking about allowing Nod to place beacon on Carrier to win.

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:29:00 GMT

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Im gonna be Hosting a D-DAY Game is a Few mins.. 12 players. Basic troopers only.. Nothing Advanved..

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:31:00 GMT

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Cool, sounds good. Thanks for the support. By the way guys, I'm probably going to do one update for this map. Allow Nod to win with beacon and stop vehicles from going into the water hole. And a couple little things.

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 14:16:00 GMT

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I either see all blue, and die the whole time. Or Renegade crashed when I load it... I'll try again now...

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 14:48:00 GMT

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It's all good... It works! It is great! I don't like the ramps off, it's not as... realistic. Maybe a ramp from the back, with deep water, so your APC would be around halfway covered, that wouldn't be the best, and you'd have to change some things. BUT IT'S GREAT! Beacon pedestal in the back of the Aircraft Carrier.

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 15:09:00 GMT

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Also you should make it one beacon place , have a tower you can sniper from on the upper level(so that you can get some height), also have the water have depth, and have Nod pt's closer to the ped position, so you can change class, also maybe some weapon spawn's , but it is a good map , it was fun when we play'd , it's a change of pace, these are just some suggestions

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 15:36:00 GMT

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Well, just finished playing for a few hours. We played with about 8 people, except we didn't even follow the map design and it was great! We played Locke Assassination where Locke hid on the ship and Nod had to try to kill him, although it was a bit hard. Then we had Kane Assassination where GDI went after Kane. It was great fun. Hopefully I might update this map and start working on another one in a few days!

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 15:41:00 GMT

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Overlord is out...Yeesh, just when I lent my Ren copy to a friend...

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 16:01:00 GMT

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nice. Well, there's going to be an update so everyone will have to get it again...

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 16:02:00 GMT

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quote:Originally posted by BuBaJones:Well, just finished playing for a few hours. We played with about 8 people, except we didn't even follow the map design and it was great! We played Locke Assassination where Locke hid on the ship and Nod had to try to kill him, although it was a bit hard. Then we had Kane Assassination where GDI went after Kane.It was great fun. Hopefully I might update this map and start working on another one in a few days!! I was the Locke.. nice game man.. I tried the pestel thing.. works.. Nice playing with the Creator.. My server will be back up at 8:30 PM new york time

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 16:54:00 GMT

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Dude, this map is awesome if for no other reason than the Jessica Alba pic

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 17:19:00 GMT

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so it was you! That was hilarious. Got to do it again. Somone was running a 32 player, but didn't have many people in it. Couldn't join though. Thanks Taximes, a lot of people noticed it, sadly some people didn't realize what it was... [June 18, 2002, 17:19: Message edited by: BuBaJones]

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 17:28:00 GMT

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im opeing my server now.. HO-YA! GO GDI!

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 17:44:00 GMT

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How did you add new tile presets and still keep it as a .mix file?

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 17:51:00 GMT

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COOL!!! cant wait to test it! Thx man

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 18:31:00 GMT
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I never heard of this mod.....what does it do..?

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 18:32:00 GMT
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quote:Originally posted by BuBaJones:Well, just finished playing for a few hours. We played with about 8 people, except we didn't even follow the map design and it was great! We played Locke Assassination where Locke hid on the ship and Nod had to try to kill him, although it was a bit hard. Then we had Kane Assassination where GDI went after Kane.It was great fun. Hopefully I might update this map and start working on another one in a few days! I was there. Fun it was. Whether that was an excellent sniper, worthy of being in the top 10 players, or an aimbot user. Who cares. Can't believe all these people from here were there...

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 18:34:00 GMT
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I want to play now! Haha, great map. Sink the carrier...

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 18:36:00 GMT
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AllGusto is creating now

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 19:00:00 GMT
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ACK: I didn't add new tiles. I had originally done that, but you can't do it as a .mix then, so I just xref'd it all together as one big .w3d. I think having less .w3d's helps speed anyway, less to load.Glad you guys liked the map! I'm going to work on the final version today so it'll be out tomorrow hopefully. I don't want to do an update at all, but I think it will be worth it despite the

confusion it will probably cause

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 19:04:00 GMT
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Buba that was fun at havocs server.

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 19:17:00 GMT
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hehe yeah it was

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 19:18:00 GMT
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Great map, but it is way too easy for GDI to win

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 19:21:00 GMT
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Hey Bubba what up (name intentional) after u left we started using kane lol it was fun anyways awesome map needs a lil tuning up but its awesome

Subject: old overlord thread
Posted by [Anonymous](#) on Tue, 18 Jun 2002 19:47:00 GMT
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It is too easy for GDI to win, so I think I'll say it for the 50th, 60th, 70th time? Nod will be able to kill GDI carrier in next version which will be the final version. And once again, thank you so much for such a positive response, it makes me want to start building my next map right now! but I won't

Subject: old overlord thread
Posted by [Anonymous](#) on Wed, 19 Jun 2002 01:18:00 GMT

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quote:Originally posted by BuBaJones:ACK: I didn't add new tiles. I had originally done that, but you can't do it as a .mix then, so I just xref'd it all together as one big .w3d. I think having less .w3d's helps speed anyway, less to load.Glad you guys liked the map! I'm going to work on the final version today so it'll be out tomorrow hopefully. I don't want to do an update at all, but I think it will be worth it despite the confusion it will probably cause Wait a second, what do you mean? Can you explain it? I'm trying to add a MCT to my Communications Center model in my map and I can't add the part which makes it work as a tile. Can you add that with the same properties of a MCT?

Subject: old overlord thread

Posted by [Anonymous](#) on Wed, 19 Jun 2002 01:42:00 GMT

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like_this_mapp.com sooo again is itt going to be aircrafts in the other werison or not..GREEEAT Work !!one qustion more : is thath big thing in the end ofg the nod base a gun or wath the thing betwen the biuldings ?oh.. one more thing why don ask dante if he could add bots to itt ? Keap upp the good work

Subject: old overlord thread

Posted by [Anonymous](#) on Wed, 19 Jun 2002 02:21:00 GMT

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hmm ACK, not sure if I've done anything to help you with MCT's or anything like that. I just have a simple terrain w3d file. I didn't add any Tiles or modify and Presets, just added the terrain. What I meant in my first post was that I had tried to add stuff as new tiles, however it created a bad mix file for the game. Also, this is a real shot in the dark, but isn't there already a tile in there for the com center MCT? You could use that... unless there's other stuff with it, they seem to like to do that.Sassa: Nope, decided not to add aircraft. They would be stupid here. GDI could just load into transports and jump out on the cannon, way too easy. I'll think about the bots...

Subject: old overlord thread

Posted by [Anonymous](#) on Wed, 19 Jun 2002 09:34:00 GMT

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quote:Originally posted by BuBaJones:hmm ACK, not sure if I've done anything to help you with MCT's or anything like that. I just have a simple terrain w3d file. I didn't add any Tiles or modify and Presets, just added the terrain. What I meant in my first post was that I had tried to add stuff as new tiles, however it created a bad mix file for the game. Also, this is a real shot in the dark, but isn't there already a tile in there for the com center MCT? You could use that... unless there's other stuff with it, they seem to like to do that.Sassa: Nope, decided not to add aircraft. They would be stupid here. GDI could just load into transports and jump out on the cannon, way too easy. I'll think about the bots...No, not for the MP Communications Centers.

Subject: old overlord thread
Posted by [Anonymous](#) on Wed, 19 Jun 2002 13:56:00 GMT
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bump.. i did this so you can access your topic bubba so.. you can.. well. you know...

Subject: old overlord thread
Posted by [Anonymous](#) on Wed, 19 Jun 2002 14:02:00 GMT
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lol, alright, taking it on final run through now. I think everything should work so it'll only be a few minutes.

Subject: old overlord thread
Posted by [Anonymous](#) on Wed, 19 Jun 2002 14:03:00 GMT
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all right you heard the man.. An Update is coming... Wootage..

Subject: old overlord thread
Posted by [Anonymous](#) on Wed, 19 Jun 2002 14:29:00 GMT
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bababababababab BUMP!!!

Subject: old overlord thread
Posted by [Anonymous](#) on Wed, 19 Jun 2002 14:39:00 GMT
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STOP WHAT YOUR DOING BUBBA!! WE ARE ON STRIKE!! NO MORE BEING A E.A SLAVE
