Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 18:51:00 GMT
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Here we are: http://www.n00bstories.com/image.fetch.php?id=1574675244

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 19:06:00 GMT
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Looking good.   Not that you would put out anything looking bad, your work seems to get better and better....   *wonders if your getting personal help from someone you know in Westwood...If so share the wealth of knowledge...Please..Please*

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 19:11:00 GMT
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quote:Originally posted by bailinski:Looking good.   Not that you would put out anything looking bad, your work seems to get better and better....   *wonders if your getting personal help from someone you know in Westwood...If so share the wealth of knowledge...Please..Please* What kind of knowledge do you want shared? A lot of what I do can easily be explained and reproduced by using WDump included with the mod tools.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 19:24:00 GMT
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Well, I would like to see you put out tutorials. I know you have aready said you don't really have the time to put one together, but I have a feeling your tutorials could be a huge help to the entire community. I have played your maps and mods, few if any errors. Your work is very well put together and thought out. That is my two cents.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 19:27:00 GMT
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I appreciate the compliments and I just may end up making a tutorial to help people.Yet, as of right now, I'm strapped for time to get these important projects finished before I move back to Eglin Air Force Base permanently. I leave within two weeks and that doesn't leave me much time to do anything modding wise beyond these maps I absolutely need to get finished.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 19:33:00 GMT
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When you move back, does that mean you will not be able to work on maps and mods anymore? I hope not.   I would be happy to put your raw thoughts together for a tutorial at a later date if you would like.   Got some free time on my hands...   As rare as that is.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 19:38:00 GMT
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quote:Originally posted by bailinski:When you move back, does that mean you will not be able to work on maps and mods anymore? I hope not.   I would be happy to put your raw thoughts together for a tutorial at a later date if you would like.   Got some free time on my hands... As rare as that is.No, I'll have time to do what I want when I get back up, however I'm taking a break for a week or two to enjoy the beaches again and enjoy being home for a change. After I take a break, I'll get back to my regular schedule, or something that resembles it.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 19:42:00 GMT
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Good to hear!   Enjoy your break! If I was still in Texas, not stuck in Maine; I would drive over and buy you a beer.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 19:52:00 GMT
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quote:Originally posted by bailinski:Good to hear!   Enjoy your break! If I was still in Texas, not stuck in Maine; I would drive over and buy you a beer.   I don't drink... But thanks anyways.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 19:58:00 GMT
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Here, more screenshots of what it will look like in-game.http://www.n00bstories.com/image.fetch.php?id=2089696365http://www.n00bstories.com/image.fetch.php?id=1985021457http://www.n00bstories.com/image.fetch.php?id=1452034026

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 20:53:00 GMT
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Any chance on an eta? Not trying to rush ya, just excited that is all.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 21:14:00 GMT
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Did you make the terrain with RenX? Or using the Heightfield stuff?Just curious how you simulated a pathway...Nice BTW!

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 21:16:00 GMT
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quote:Originally posted by Ingrownlip:Did you make the terrain with RenX? Or using the Heightfield stuff?Just curious how you simulated a pathway...Nice BTW!Every single thing for this map was done in RenX. Just goes to show that you can do advanced effects that heightfields do without the higher poly counts and with the ability to have VIS on the map as well.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 21:44:00 GMT
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0wnage

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 21:46:00 GMT
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I'm also going to make a tutorial for beginners starting maps right now, including this map in the package to download and use.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 22:05:00 GMT
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Actually, a correction. I'll include the old River Raid map with it.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 22:15:00 GMT
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quote:Originally posted by aircraftkiller2001:I'm also going to make a tutorial for beginners starting maps right now, including this map in the package to download and use. Alright...

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 22:20:00 GMT
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quote:Originally posted by Ingrownlip: quote:Originally posted by aircraftkiller2001:I'm also going to make a tutorial for beginners starting maps right now, including this map in the package to download and use.   Alright...What? They asked me to do it and I've got some spare time to do it with.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 22:45:00 GMT
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  It's ok   We need more of a "notes" thing. Like an expounded version of all the stuff you learned from WW.But I guess another tutorial for beginners starting maps is alright...

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Tue, 20 Aug 2002 22:50:00 GMT
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quote:Originally posted by Ingrownlip: It's ok   We need more of a "notes" thing. Like an expounded version of all the stuff you learned from WW.But I guess another tutorial for beginners starting maps is alright...Who says I'm not including an expanded tutorial with it? This'll take until about Friday to do properly.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Wed, 21 Aug 2002 02:19:00 GMT
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Oh man, I'm going to feel this in the morning. I've stayed up until 5:00 AM writing the tutorial. The map design part is done. All I need to do is the advanced stuff for you guys which I'll write in a separate post as another tutorial. The basic one is done and I'm sending it off to C&C Den tommorow, I believe. About 22 screenshots with explanations to guide you through the map process.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Wed, 21 Aug 2002 02:58:00 GMT
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Did you spell everything correct?

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Wed, 21 Aug 2002 05:00:00 GMT
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YOU AR THE BEST ACK

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Wed, 21 Aug 2002 06:59:00 GMT
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Thanks for taking the time to do the tutorials ACK.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Wed, 21 Aug 2002 11:13:00 GMT
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Heh....really annoying Ack, You didn't need to do this.......It's a copy of my map   [August 21,

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Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Wed, 21 Aug 2002 14:39:00 GMT
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copy of my map   Not really... I had already made a CY deathmatch map before and I was
getting sick of reports that using it in a dedicated server made you fall through the floor, so
because of you, I went ahead and made a new version of it which fixes that issue and makes the
map a lot better than it originally was.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Wed, 21 Aug 2002 14:56:00 GMT
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code: My Map   Your MapDeathM.   Yes   YesGDI CY   Yes
          YesAssault   Yes   YesRamps   Yes   ???Small   Yes

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Wed, 21 Aug 2002 15:03:00 GMT
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YesGDI CY   Yes   YesAssault   Yes   YesUgh, the point is flying over your head. I could say that you've ripped off my deathmatch in a CY idea, but I don't hold the rights to that.I chose the GDI SP Construction Yard because I didn't want people downloading basically the same map they did with the other one and get the idea that they'll fall through the floor again. Besides that, the GDI one looks much better than the Nod one does.So don't turn this into a fight, because you and I both know I did the Deathmatch-In-A-CY idea long before you started your map. I had this sort of thing planned out long ago and I'm just now getting the ideas implemented because I have to move very soon.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Wed, 21 Aug 2002 15:39:00 GMT
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Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Wed, 21 Aug 2002 16:22:00 GMT
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Thanks for making a tutorial so many people can make good Renegade maps.(me) I hope the file isn't too big, or is it gonna be on a website? Cuz my Heightfield tutorial was about 32mb, so I put it on a web site.I'll never regret giving you a 5 star rating.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Wed, 21 Aug 2002 16:38:00 GMT
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Map   Your MapDeathM.   Yes   YesGDI CY   Yes
YesAssault   Yes   YesUgh, the point is flying over your head. I could say that you've ripped off my deathmatch in a CY idea, but I don't hold the rights to that.I chose the GDI SP Construction Yard because I didn't want people downloading basically the same map they did with the other one and get the idea that they'll fall through the floor again. Besides that, the GDI one looks much better than the Nod one does.So don't turn this into a fight, because you and I both know I did the Deathmatch-In-A-CY idea long before you started your map. I had this sort of thing

planned out long ago and I'm just now getting the ideas implemented because I have to move very soon.Sorry dude, I dont want to turn this into a fight, sorry, but they are the *same* thing. And your CY DM idea was a map only inside the CY, my map has different interiors and exteriors.

CY   Yes   YesAssault   Yes   YesUgh, the point is flying over your head. I could say that you've ripped off my deathmatch in a CY idea, but I don't hold the rights to that.I chose the GDI SP Construction Yard because I didn't want people downloading basically the same map they did with the other one and get the idea that they'll fall through the floor again. Besides that, the GDI one looks much better than the Nod one does.So don't turn this into a fight, because you and I both know I did the Deathmatch-In-A-CY idea long before you started your map. I had this sort of thing planned out long ago and I'm just now getting the ideas implemented because I have to move very soon.Sorry dude, I dont want to turn this into a fight, sorry, but they are the *same* thing. And your CY DM idea was a map only inside the CY, my map has different interiors and exteriors.Then how is your map the same as mine? I'm using the GDI *single player* exterior and interior with an entirely different map terrain than you are using. Mine is deathmatch as I normally do it, not with buyable vehicles or any other special stuff.

hello idoit! so u r still up to tricking people into voting 5 stars i see. welll ive warned people about u aircraft killer so dont expect anymore 5 star ratings.

quote:Originally posted by iamalaser:hello idoit! so u r still up to tricking people into voting 5 stars i see. welll ive warned people about u aircraft killer so dont expect anymore 5 star ratings.

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Wed, 21 Aug 2002 21:21:00 GMT
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Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Thu, 22 Aug 2002 09:53:00 GMT
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Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Thu, 22 Aug 2002 13:29:00 GMT
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www.ra2mg.com/aircraftkiller/tutorials/RenegadeMapTutorial.htmlwww.ra2mg.com/aircraftkiller/tutorials/Tutorial.zip

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Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Fri, 23 Aug 2002 00:28:00 GMT
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Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Fri, 23 Aug 2002 00:35:00 GMT
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quote:Originally posted by iamalaser:hello idoit! so u r still up to tricking people into voting 5 stars i see. welll ive warned people about u aircraft killer so dont expect anymore 5 star ratings.Do everyone a favor and change your name to "imatool" so as to avoid confusion!Begone, n00b!

Subject: First preview screenshot of GDI Construction Yard Team Death
Posted by Anonymous on Fri, 23 Aug 2002 00:46:00 GMT
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Where did you put the tutorial? I've looked all over CNC Den and cannot find it. I really need the help.