
Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 13:32:00 GMT

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As far as I know at least. Of course, kudos goes to Stonerook for coming up with the idea. Here are some screenies:<http://www.renegademods.info/users/YSLMuffins/Bridge1.jpg><http://www.renegademods.info/users/YSLMuffins/Bridge2.jpg><http://www.renegademods.info/users/YSLMuffins/Bridge3.jpg><http://www.renegademods.info/users/YSLMuffins/Bridge4.jpg> I have, however, run into a few annoyances. First off, for its aggregate settings, it: is an occluder, does not collide in pathfind, has a collision mode of PUSH, has an animation logic mode of ANIM_LOGIC_SEQUENCE, goes at 10 FPS. The bridge does not start to fall apart until it is destroyed. As for my annoyances, if you stand on a part of the bridge that moves up as it is being destroyed, the animation is halted, but luckily if you stand on a part of the bridge that falls down you fall down with it. For my bigger annoyance, some of the explosions do not appear at all when they should! They appear when they should and makes the destruction animation really dramatic in W3D viewer, but ingame, most of the explosion emmitters just don't appear. Any suggestions/ideas? [September 21, 2002, 13:33: Message edited by: YSLMuffins]

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 13:53:00 GMT

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Make sure they're box/meshes not dummy objects. If that doesn't work, try linking them to a seperate Transform (Bone) enabled mesh/box that disappears and appears at a certain time. This worked for me.

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 14:05:00 GMT

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quote:Originally posted by YSLMuffins:As far as I know at least. Of course, kudos goes to Stonerook for coming up with the idea. Here are some screenies:<http://www.renegademods.info/users/YSLMuffins/Bridge1.jpg><http://www.renegademods.info/users/YSLMuffins/Bridge2.jpg><http://www.renegademods.info/users/YSLMuffins/Bridge3.jpg><http://www.renegademods.info/users/YSLMuffins/Bridge4.jpg> I have, however, run into a few annoyances. First off, for its aggregate settings, it: is an occluder, does not collide in pathfind, has a collision mode of PUSH, has an animation logic mode of ANIM_LOGIC_SEQUENCE, goes at 10 FPS. The bridge does not start to fall apart until it is destroyed. As for my annoyances, if you stand on a part of the bridge that moves up as it is being destroyed, the animation is halted, but luckily if you stand on a part of the bridge that falls down you fall down with it. For my bigger annoyance, some of the explosions do not appear at all when they should! They appear when they should and makes the destruction animation really dramatic in W3D viewer, but ingame, most of the explosion

emitters just don't appear. Any suggestions/ideas? That is why you don't do animated bridge destruction or any kind of animated destruction unless the animation is set to kill you. The issue here is that doing this is just too elaborate and really ****s with the game dynamics. Blowing up massive bridges which have no real purpose or tactical advantage just makes no sense, in my opinion. If you're planning on doing destructible bridges, why do something that elaborate? Pull a Red Alert and copy how they did it from the game. Three sets of animation, one for full health, two for cracked and broken but still usable, and three for totally destroyed and impassable. Muffins, I'll tell you right now, the best way to go about anything of that sort (Without major lag issues.) is to follow this acronym - KISS - "Keep It Simple, Stupid!" No offense with the KISS acronym but keep it simple and you won't run into problems as much as you will by attempting to bite off more than you should chew.

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 14:23:00 GMT
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NO ACK, i want this ****

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 14:35:00 GMT
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It looks very good.

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 15:47:00 GMT
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Well, right now I'm tweaking with the ANIM_LOGIC_LINEAR setting, but whenever I select the KILL collision mode it reverts back to PUSH whenever I hit ok. Why is that?

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 15:54:00 GMT
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quote:Originally posted by YSLMuffins: Well, right now I'm tweaking with the ANIM_LOGIC_LINEAR setting, but whenever I select the KILL collision mode it reverts back to PUSH whenever I hit ok. Why is that? I don't know, but if you want to try this I seriously suggest doing a lag test with at least 16 people. Something tells me this'll lag the engine to no end.

Subject: C&C_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Sat, 21 Sep 2002 16:51:00 GMT

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Anim_logic_linear seems to do the trick but the explosions still don't always appear when they should the first time around - if I repair the bridge and then damage it, the explosions seem to appear correctly, except during the destruction animation. There are noticeable differences between logic_linear and logic_sequence, but I'm still testing. :-\

Subject: C&C_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Sat, 21 Sep 2002 17:03:00 GMT

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quote:Originally posted by aircraftkiller2001:I don't know, but if you want to try this I seriously suggest doing a lag test with at least 16 people. Something tells me this'll lag the engine to no end. Well, if anyone would be kind enough to host a large enough server I'd do it. So far I can only do a 4 player server to see if it goes alright on the FDS. Ohhh!! I just had an idea! I could extend the explosion keys past one frame in the track view! *smacks forehead* duhh

Subject: C&C_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Sat, 21 Sep 2002 17:03:00 GMT

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I was going to make a map with a bridge similar to that one, where you can snipe from the towers. but oh well.

Subject: C&C_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Sat, 21 Sep 2002 17:27:00 GMT

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Guys, I'm very happy to see someone using this feature of the engine I can shed some light on some of your problems. First, Collision mode PUSH only really works with meshes that *ONLY TRANSLATE*. This might seem like a big limitation at first but consider this: Make all of those complex moving meshes in your bridge non-physically-collideable, then put a hidden box mesh in there that is physically collideable. Make your hidden mesh translate downward when the bridge destroyed. There is a lot one could do with clever combinations of visible meshes that animate in cool ways but are not physically collideable with *few* hidden meshes that *only translate*. As for the effect on the engine, if you don't overload the rendering by making hundreds of little separate meshes (this is just a standard rule for anything you build though) and you don't have too many meshes that are collideable *and* animating, then it should work great. greg

Subject: C&C_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Sat, 21 Sep 2002 17:44:00 GMT

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Ahh, I see what you're saying. While push seems to work great for infantry, vehicles are another story. If they're completely still when it falls they hover in mid air - but it's really difficult to keep a vehicle 100% still...

Subject: C&C_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Sat, 21 Sep 2002 18:33:00 GMT

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OMG OMG OMG!!!! It's PERFECT now!!!!!! Thanks Greg and Inny! Now ALL the explosions show up now and it's GREAT!!! Plus I added death zones below the bridge and you won't notice when you fall through the bridge,
lol.Screenshots:<http://www.renegademods.info/users/YSLMuffins/ScreenShot11.jpg><http://www.renegademods.info/users/YSLMuffins/ScreenShot12.jpg><http://www.renegademods.info/users/YSLMuffins/ScreenShot13.jpg><http://www.renegademods.info/users/YSLMuffins/ScreenShot14.jpg><http://www.renegademods.info/users/YSLMuffins/ScreenShot15.jpg><http://www.renegademods.info/users/YSLMuffins/ScreenShot16.jpg><http://www.renegademods.info/users/YSLMuffins/ScreenShot17.jpg><http://www.renegademods.info/users/YSLMuffins/ScreenShot18.jpg><http://www.renegademods.info/users/YSLMuffins/ScreenShot19.jpg><http://www.renegademods.info/users/YSLMuffins/ScreenShot20.jpg><http://www.renegademods.info/users/YSLMuffins/ScreenShot21.jpg><http://www.renegademods.info/users/YSLMuffins/ScreenShot22.jpg><http://www.renegademods.info/users/YSLMuffins/ScreenShot23.jpg>Hehe I just included a screenshot of the Tiberium field because I'm so amazed at how well I did it, just like WW's. I used to think it wasn't possible!

Subject: C&C_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Sat, 21 Sep 2002 18:59:00 GMT

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It's not hard to alpha blend stuff like Westwood did, Muffins...

Subject: C&C_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Sat, 21 Sep 2002 19:07:00 GMT

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hmm - take a little time off and all the answers are here... lolhmmm - good point with the hidden meshes - etc... etc... will have to keep that in mind.... YslMuffins - if you want to put your map on my test server - email when you want to - and i can upload it... (should be able to handle 32)

Subject: C&C_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Sat, 21 Sep 2002 19:09:00 GMT

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Because it's not hard doesn't mean it can automatically done well. The compute vertex solve often screws up the alpha blend between two meshes. When I experimented with the emissive value in the material editor I was stunned at how well it turned out. In my past experience there was always that obvious line where you could tell where one mesh ended and the other began - not so this time.

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 19:15:00 GMT

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Will That be Suppended over Water... Here is how i whould use itTake 4 Remote c-4s.. when the tank gets on the Brige... BLAM!!! Falls in the Water.. Gose BOOM! HA HA HA HA HA What about a Tower... If a Tank Takes a Shell to it.. the Top floors Crumbles but the Structure Still Stands but with Smoke and Fire where the first Top floors Stand..

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 20:03:00 GMT

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The bridge is going to be a lot stronger than that - lol. And yes, it will suspended over water.Expect to see this on Paradox Harbor as well.

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 20:20:00 GMT

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can you repair the bridge after it is destroyed? methinks no, but it would be cnc like if you could.

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 20:32:00 GMT

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No, once it's gone it's gone, but you can repair the bridge for free points and cash. You might want to consider destroying the bridge if the opposing team is pounding at your front door, but you'll lose 500 points for your team.

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 20:45:00 GMT

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If you have death zones beneath the bridge then that means that there is no flying underneath.

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 20:49:00 GMT

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he's got a point there.. dam

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 23:25:00 GMT

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Awesome job. but I think ACK is right, keeping it simple is generally the rule. Still You did a Great job, screenies look cool.You ppl are way way way smarter than me!!!!!!and oh yeah, KANE LIVES!

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 23:30:00 GMT

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Really cool Muffins! As for the comment about destroying a bridge having no tactical advantage...uhhhh yeaaaahhhh im gonna sorta have to, disagree there. </officespace>

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sun, 22 Sep 2002 02:05:00 GMT

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Those screenshots are INSAAAANEEEE! They once again shows, like so many other things i have seen lately, that Renegade (still) rocks (if you have a good computer)! I cant understand the people who complain about Renegades graphics!

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sun, 22 Sep 2002 09:38:00 GMT

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quote:Originally posted by Ingrownlip:If you have death zones beneath the bridge then that means that there is no flying underneath. I'm not going to have flying units on this map. I don't wanna go through all that VIS again.

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sun, 22 Sep 2002 15:19:00 GMT
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wow, I wish I could make that, I'm just a basic map maker. This looks awesome. Will there be a downloadable version wich fits in alot of maps?

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sun, 22 Sep 2002 16:56:00 GMT
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I doubt it, since I made this specifically for Tempest and Paradox Harbor, but Stonerook released a pack containing GDI and Nod bridges you can destroy. There's a link around these forums.

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sun, 22 Sep 2002 17:22:00 GMT
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can you provide one?

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sun, 22 Sep 2002 20:39:00 GMT
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Here's Stonerook's site for this: <http://www.bright.net/~bsunagel>

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Mon, 23 Sep 2002 00:14:00 GMT
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In the process now...

Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Thu, 07 Nov 2002 10:18:00 GMT
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well - lookie what i found....

Subject: C&C_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Thu, 07 Nov 2002 11:36:00 GMT

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why did you bring this topic up?Anyway, did she ever finish the map she was talking about?

Subject: C&C_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Thu, 07 Nov 2002 11:38:00 GMT

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quote:Originally posted by generalfox:why did you bring this topic up?Anyway, did she ever finish the map she was talking about?shameless plug actually - i was bringing topics up from the distant past for the new modders -- and checking my facts for a FAQ ---
