Subject: C&C Mines preview screenshots
Posted by Anonymous on Tue, 22 Oct 2002 18:40:00 GMT
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http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=75As was said before, the map is based around a civilian mining town which has access to the extensive Tiberium mines below ground. Each base has a mine access point, as the town does. You are able to walk all over the mountains and drive on them too, unless I change my mind (And go against the original intent of the author) and allow you to only drive along the paths. [October 23, 2002, 19:29: Message edited by: aircraftkiller2001]

Subject: C&C Mines preview screenshots
Posted by Anonymous on Tue, 22 Oct 2002 19:10:00 GMT
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Alright, another WW map. Are you going to give those civilian stuctures a facelift? They look a bit boxy. Also, try not to have that square texture extend onto the peak of the buildings. Perhaps add a roof overhang on some of those. Map looks good, but the buildings are bugging me.

Subject: C&C Mines preview screenshots
Posted by Anonymous on Tue, 22 Oct 2002 19:20:00 GMT
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quote:Originally posted by SomeRhino:Alright, another WW map. Are you going to give those civilian stuctures a facelift? They look a bit boxy. Also, try not to have that square texture extend onto the peak of the buildings. Perhaps add a roof overhang on some of those. Map looks good, but the buildings are bugging me.I'm not changing the structures, because they look perfectly fine.

Subject: C&C Mines preview screenshots
Posted by Anonymous on Tue, 22 Oct 2002 19:35:00 GMT
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cool!!! just one thing tho. the land is a bit too pointy. try smoothing it out a little. whats the polycount on the map anyways???

Subject: C&C Mines preview screenshots
Posted by Anonymous on Tue, 22 Oct 2002 19:38:00 GMT
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quote:Originally posted by Havoc 89:cool!!! just one thing tho. the land is a bit too pointy. try smoothing it out a little. whats the polycount on the map anyways???It's a Westwood map, bro. It's naturally pointy... hahaSeriously, it's fine. I don't want to add more polys to it.

Subject: C&C Mines preview screenshots
Posted by Anonymous on Tue, 22 Oct 2002 20:49:00 GMT
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****IT!why do i keep giving up and changing map ideas? 2 reasons, i learn new stuff, and can make a better one so i start over. 2 because ack keeps posting screenies of his maps that look exactly like mine.

Subject: C&C Mines preview screenshots
Posted by Anonymous on Tue, 22 Oct 2002 21:11:00 GMT
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Nice ACK!!

Subject: C&C Mines preview screenshots
Posted by Anonymous on Tue, 22 Oct 2002 22:09:00 GMT
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not bad, but it'll be great if u have non-stop respawning civilian bots that are neutral and are armed/unarmed in the civilian town (if any). that'll spice up the map

Subject: C&C Mines preview screenshots
Posted by Anonymous on Wed, 23 Oct 2002 11:05:00 GMT
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I'll look into it.

Subject: C&C Mines preview screenshots
Posted by Anonymous on Wed, 23 Oct 2002 13:14:00 GMT
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Subject: C&C Mines preview screenshots
Posted by Anonymous on Thu, 24 Oct 2002 00:01:00 GMT
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I agree... Even if they didn't have weapons

Subject: C&C Mines preview screenshots
Posted by Anonymous on Thu, 24 Oct 2002 15:41:00 GMT
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Well, some of the textures need working on.But over all the map is nice little odd but nice.

Subject: C&C Mines preview screenshots
Posted by Anonymous on Thu, 24 Oct 2002 17:37:00 GMT
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quote:Originally posted by CyborgDC:Well, some of the textures need working on.But over all the map is nice little odd but nice.Where?

Subject: C&C Mines preview screenshots
Posted by Anonymous on Thu, 24 Oct 2002 20:08:00 GMT
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The texture to the underground play, the entrance to the underground place and texture to the hills.

Subject: C&C Mines preview screenshots
Posted by Anonymous on Thu, 24 Oct 2002 20:29:00 GMT
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quote:Originally posted by CyborgDC:The texture to the underground play, the entrance to the underground place and texture to the hills.That's how the author intended it to be. I'm keeping it that way.

Subject: C&C Mines preview screenshots
Posted by Anonymous on Thu, 24 Oct 2002 21:38:00 GMT
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dont mean you cant improve on a good concept.