Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Fri, 08 Nov 2002 14:54:00 GMT
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Here I will give preveiws of my deathmatch map C&C_DMVietnam. Here is the first screenie, remember now, it is still under construction so it isn't perfect (yet   ):http://www.n00bsto ries.com/image.fetch.php?id=1896987672as you can see it is just a screenie of a waterfall, but behind it is a cave that leads to an orca fighter spawn *evil laugh* A ORCA SPAWN! IN A DEATHMATCH MAP! HA HA! AND THE NICE BOYS IN THE LABCOATS THOUGHT I WAS MAD! BUT WHOS MAD NOW!HAHAHAHAHHhhahahahahahha!!!!!! [November 08, 2002, 14:57: Message edited by: DeafWasp]

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Fri, 08 Nov 2002 15:05:00 GMT
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here is an overveiw of the map layout so far:http://www.n00bstories.com/image.fetch.php?id=1101146400Trust me guys, I know it dont look like much yet but from ra1 to tiberian sun to red alert 2 to now, I always like to make my maps westwood quality, and i usually suceed, but 3d is new to me so it takes 3 times as long.

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Fri, 08 Nov 2002 15:07:00 GMT
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Looks Great, *Thumbs Up*

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Fri, 08 Nov 2002 16:10:00 GMT
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clever idea with the theme.... its comon but i never would of thought of it   . but anywho good job   it would be cool if there was a crashed cargo plane in the middle and weapons inside it because it does seem a little dull   .but it should get better in editor with the trees and all. well... just a thought   [November 08, 2002, 16:24: Message edited by: avroaero]

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sat, 09 Nov 2002 11:01:00 GMT
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yah it is a little dull so far but it isnt close to done. also, a crashed cargo plane sounds great.If you liked ACK's beach DM than you know a good DM dont need tons of detail.

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sat, 09 Nov 2002 13:15:00 GMT
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How do you get Water to move?

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sat, 09 Nov 2002 13:31:00 GMT
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Cool! i can't wait until its out

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sat, 09 Nov 2002 13:40:00 GMT
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quote:Originally posted by Laser2150:How do you get Water to move?click on the plane (after textured) and hit m, hit the "pass 1" tab. then go to "stage 0 mapping" and set it as linear offset. in the box type "VPerSec=1.0" that determines what speed it will go, you can change this slower or faster by altering the number. I think thats it, but then you can also ajust the translucency of the plane also, because water aint opauqe

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Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sat, 09 Nov 2002 19:55:00 GMT
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http://www.n00bstories.com/image.fetch.php?id=1750355103

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sat, 09 Nov 2002 20:01:00 GMT
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Beach had lots of detail. The bushes, sand trails, mossy-grass mountains, boardable Gunboat, rolling waves, etc...I have yet to see that in another fan map.

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sat, 09 Nov 2002 20:04:00 GMT
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sleeeep ACK, sleeeep.

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sat, 09 Nov 2002 20:28:00 GMT
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quote:Originally posted by DeafWasp:http://www.n00
bstories.com/image.fetch.php?id=1750355103

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sat, 09 Nov 2002 21:58:00 GMT
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quote:Originally posted by DeafWasp:here is an overveiw of the map layout so
far:http://www.n00bsto ries.com/image.fetch.php?id=1101146400Trust me guys, I know it dont
look like much yet but from ra1 to tiberian sun to red alert 2 to now, I always like to make my maps
westwood quality, and i usually suceed, but 3d is new to me so it takes 3 times as long.This map
is a bit small. I like the boat model.

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sat, 09 Nov 2002 22:21:00 GMT
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its not really that small, its a Deathmatch map. plus its got some sweet features. It will be good.

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sun, 10 Nov 2002 12:07:00 GMT
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LOL! map is almost done, and with mucho detail and still under 3000 polys! lol

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Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sun, 10 Nov 2002 12:42:00 GMT
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OMFG! NO OMG NOOooooooo!I just saved over Vietnam! Luckily all i did was save it without the
mountains and most of the terrain.....I was able to find an old version in Autoback, which brings
back the mountains....But I have to completely redo the ground terrain. But hey, everytime I redo
it, it gets better.So more stress for me, but also bigger payoff when peeps see this monster!

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sun, 10 Nov 2002 16:40:00 GMT

Here is an idea, have a monk on the beach setting him self on fire...also have small children runing around on fire!! Hell why not just stick a big American flag in the middle on fire with a bunch of crazy Cambodians runing around threating to kill each other in large open fields...or not.

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sun, 10 Nov 2002 18:29:00 GMT

never speak to me again....

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sun, 10 Nov 2002 18:31:00 GMT

C&C_DMNamIs 80\% finished! only 2 days in the making! If it aint released tommarow, than expect it in the next couple of days!

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sun, 10 Nov 2002 20:07:00 GMT

ok, this is where im at, everything is finished except hte very small details, like a little vertex paint here and there and some ceiling lights (for the vietnamese tunnels) and some boxes.that should take me about a half hour, then i need to add the proper things up in level edit, save it. make it a .mix file. And the map is complete.I gtg to sleep now, but tommarow I should be about done with it. I will release it at Renegade Realm as exclusive, and after a week, I will send it out to every site that wants a bite.thx, beddie bye now.

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sun, 10 Nov 2002 21:12:00 GMT

This map sounds fun.

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Sun, 10 Nov 2002 21:28:00 GMT

I can help with making the water look realistic, according to Bumpaneer and StoneRook.You can

use the tutorial I wrote with their great help - Download the Realistic Water Making Tutorial here
.Nice work on the map   .

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Mon, 11 Nov 2002 04:01:00 GMT
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thx andre, i take a look at that.

Subject: [C&C_DMVietnam] Preveiw Page!
Posted by Anonymous on Mon, 11 Nov 2002 04:34:00 GMT
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thx andre, it worked but doesent suit the map, I have somewhat of a rushing river going on the U
not V. AND DOesent use right texs.