Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 08:58:00 GMT
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I have a new map (or edited) in the making. It is C&C Under but modified. IF ACK wants me to change the DM to something else (remember the C&C DM Forest thread?), I will change it.Added so far:Added falling snowAdded nightAdded ambient battle soundsAdded Mini-gun SFX by GDI bunkerAdded music by Tiberium Field.Added destroyed veichlesPercent done 6\%. Excpeted Release Date: 1 monthWill put screens soon [November 11, 2002, 10:22: Message edited by: Tiberc]

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 10:59:00 GMT
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dont listen to ACK he doesent own the rights to that way of naming.He just straight up 0VVnZ.Also let me suggest you put a ramp to get up on each bunker and maybe a mounted turret or something. [November 11, 2002, 11:02: Message edited by: DeafWasp]

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 11:33:00 GMT
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Thanks, i will try that (if my level edit doesn't keep crashing). I added more things too:weapon and health spawnersmore ambient soundstook out Commanche flyovera few more crashed veichlesI don't think I will be able to get some screens in, I took some but I can't find them.Percent done 10\% [November 11, 2002, 11:34: Message edited by: Tiberc]

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 13:03:00 GMT
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quote:Originally posted by Tiberc:Thanks, i will try that (if my level edit doesn't keep crashing). I added more things too:weapon and health spawnersmore ambient soundstook out Commanche flyovera few more crashed veichlesI don't think I will be able to get some screens in, I took some but I can't find them.Percent done 10\%Seriously, don't put crashed/destroyed vehicles, they lag BADLY a map in Multiplayer C&C Mode - A friend tip.

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 13:06:00 GMT
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Sounds pretty good, A+ for you!

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 13:09:00 GMT
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level edit doesn't keep crashing). I added more things too:weapon and health spawnersmore ambient soundstook out Commanche flyovera few more crashed veichlesI don't think I will be able to get some screens in, I took some but I can't find them.Percent done 10\%Seriously, don't put crashed/destroyed vehicles, they lag BADLY a map in Multiplayer C&C Mode - A friend tip.Bull****, nothing lags the game besides ID collisions and missing models that the engine and FDS must look for and account for in-game. Your connection speed, the server's connection speed, and the route through both determine lag... As well as the game's netcode.****, I was hoping you'd have left by now.

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 13:10:00 GMT
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level edit doesn't keep crashing). I added more things too:weapon and health spawnersmore ambient soundstook out Commanche flyovera few more crashed veichlesI don't think I will be able to get some screens in, I took some but I can't find them.Percent done 10\%Seriously, don't put crashed/destroyed vehicles, they lag BADLY a map in Multiplayer C&C Mode - A friend tip.Please, follow his advice. [November 11, 2002, 13:10: Message edited by: gendres]

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 13:43:00 GMT
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k, I will.

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 14:13:00 GMT
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I guess I won't add too much nor too little destroyed veichles. It might make it too busy with a veichle every 5 feet.UPDATE:Added Air Raid siren SFX by GDI BarracksAdded Generator SFX by that pointy thing under the arm of the HON. [November 11, 2002, 14:18: Message edited by: Tiberc]

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 14:24:00 GMT
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quote:Originally posted by Tiberc:I guess I won't add too much nor too little destroyed veichles. It might make it too busy with a veichle every 5 feet.UPDATE:Added Air Raid siren SFX by GDI BarracksAdded Generator SFX by that pointy thing under the arm of the HON.Please don't add that air raid siren near the GDI base. That's got to be the most repetitive sound ever designed... For good purpose mind you, but it doesn't need to be where you always hear it and become so annoyed that you turn off your sound to keep from smashing the monitor.

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 14:27:00 GMT
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yeah, it was getting kind of annoying

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 15:43:00 GMT
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UPDATE:Added stuff by the Airstrip, inside the WF and the refinerys.Took out air raid siren

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 17:19:00 GMT
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ACK is a pro, (well almost) at ren maps so maybe you should follow his advice.

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 17:26:00 GMT
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quote:Originally posted by DeafWasp:ACK is a pro, (well almost) at ren maps so maybe you should follow his advice.Very well, put many vehicles you wish, you gonna have a beautiful FPS and ping. Doesn't lag at all? Good for you. Let's see now in a 30 player server.

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Mon, 11 Nov 2002 17:37:00 GMT
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posted by Tiberc:Thanks, i will try that (if my level edit doesn't keep crashing). I added more things too:weapon and health spawnersmore ambient soundstook out Commanche flyovera few more crashed veichlesI don't think I will be able to get some screens in, I took some but I can't find them.Percent done 10\%Seriously, don't put crashed/destroyed vehicles, they lag BADLY a map in Multiplayer C&C Mode - A friend tip.Bull****, nothing lags the game besides ID collisions and missing models that the engine and FDS must look for and account for in-game. Your connection speed, the server's connection speed, and the route through both determine lag... As well as the game's netcode.****, I was hoping you'd have left by now.ACK, a poor system can also lag you, what I call FPS lag.

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Tue, 12 Nov 2002 00:45:00 GMT
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oooooooooooo add a a10 doing a carpet bombing run in a certian area like on the mountian or something and have it drop very damaging bombs.

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Tue, 12 Nov 2002 00:47:00 GMT
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Sounds good Tiberc

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Tue, 12 Nov 2002 08:42:00 GMT
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I know for a fact that too many (I'm talking 10+ Destroyed Vehicles in the same place in a map) can cause bad FPS on "lower end" machines. [November 12, 2002, 08:42: Message edited by: Planetshaun.co.uk]

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Tue, 12 Nov 2002 14:07:00 GMT
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quote:Originally posted by Tiberc:Percent done 6\%. Excpeted Release Date: 1 monthWill put screens soonwow and with all of that i thought you were finished! but then i saw 6\%...how big will this map be anyway?

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Tue, 12 Nov 2002 14:26:00 GMT
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quote:Originally posted by Planetshaun.co.uk:I know for a fact that too many (I'm talking 10+ Destroyed Vehicles in the same place in a map) can cause bad FPS on "lower end" machines.i was going to say that

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Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Tue, 12 Nov 2002 15:03:00 GMT
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quote:Originally posted by ZERITH: quote:Originally posted by Tiberc:Percent done 6\%. Excpeted Release Date: 1 monthWill put screens soonwow and with all of that i thought you were finished! but then i saw 6\%...how big will this map be anyway?It is actually at 35\% now, I put in spwaners (both player and weapon, still need more), took out Sakura Battle Theme music and added some torture chairs in the HON.BTW: It is C&C Under, but modified so it looks a little different. It has also been changed into a DM. The release date was just a estimation, it will probably be out Sunday or Saturday. [November 12, 2002, 15:04: Message edited by: Tiberc]

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Wed, 13 Nov 2002 11:20:00 GMT
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could ya post some screens?

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Wed, 13 Nov 2002 14:51:00 GMT
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I can't, but I will try somemore times. This is what happens: 1. Take pic with Print Screen, 2. go tp search, 3. Search for pic just took (I search by date created). 4. Search doesn't find anything.Like I said at the top, I will try to get some pics in.

Subject: New Map: C&C DM Mountain Summit (Updated)
Posted by Anonymous on Wed, 13 Nov 2002 14:53:00 GMT
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There not there. Got to a Paint program, copy and paste, and then you can save it.It doesn't just "appear"