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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 05:55:00 GMT  
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Would a polycount a polycount of 15000 be nice for a flying level including the buildings. Or should it be much lower.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 06:45:00 GMT  
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should work

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 07:06:00 GMT  
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Should be just fine.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 08:02:00 GMT  
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just keep all your multiplayer maps below 20k polys.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 10:48:00 GMT  
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It has come to my attention that westwood no longer shows mod maps being hosted on their servers....whether they are being hosted or not.Does this mean i cant host a mod map on ww anymore?I cant use gamespys server cause it crashes my comp.....it acts just like a lan game does on my comp....it just locks up my system.anyone know why mod maps were jerked from the ww servers?Eric.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 10:51:00 GMT  
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quote:Originally posted by Brian Hayes:I've just updated the WOL servers so only standard

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maps/mods can be hosted on WOL. Our support department was just getting too many calls about the crash, so we're gonna have this in-place until we can get a fix for the Renegade client pushed live. If you want to play custom maps or mods you can still play on GameSpy. For now though hosting those customs maps and mods on WOL will fail. Sorry for the inconvenience. Brian

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 11:59:00 GMT  
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i see.....that is probably why the map locks up my game on gamespy That sucks ass.....why have i been making these maps?????Eric.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 13:06:00 GMT  
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polygon count sounds low in enough but make sure you dont use too many textures. lots of textures and alpha blending will cause a problem even if the polycount is low.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 13:10:00 GMT  
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that is crud! why make maps then?????

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 13:16:00 GMT  
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you mean the less than 5k budget without buildings isnt needed, grrr, i was making a map and my buildings have less than 1k each, i have 3056 polys without buildings and its a large island

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 13:27:00 GMT  
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Lets hear from AircraftKiller....

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 18:32:00 GMT  
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Let's hope this "fix" doesn't take too long to make.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 19:00:00 GMT  
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errr - cant you make mix maps?

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sun, 01 Dec 2002 00:01:00 GMT  
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oh yeah....so people can play them together.....so much for that.....guess i did all this for nothing.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sun, 01 Dec 2002 10:37:00 GMT  
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I'll give you the level files.....you wanna try making a .mix level out of it?I tried.....i followed the tut by YSLMuffins.....i did nothing but mess up my original files.....luckily i made a backup of it.I modified the original nod missile turret....i dont know how to make a .mix out of a mod map.Anyone care to help me out with this?Eric.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sun, 01 Dec 2002 11:11:00 GMT  
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When he said only official maps, he meant only official maps. Mix formatted maps will not work either.The only maps that will function until the new patch is live are these:FieldCanyonGlacier FlyingCity FlyingWalls FlyingMesaWallsCityUnderVolcanoOnly official maps will work... And mine is the only fan map which is official.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Sun, 01 Dec 2002 11:18:00 GMT  
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ack i think glacier is the worst map you did i would of much rather had metro in it so it wont get

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played on my server when im hosting.

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Subject: Poly count for flying level?? (15000)

Posted by [Anonymous](#) on Sun, 01 Dec 2002 11:19:00 GMT

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i just did another test on gamespys servers.....i almost made it through one game without it locking up my comp.....I've updated everything on my system and i've e-mailed gamespy tech service.....i still havent heard from them.This sucks.....i just spent a week making this map for the community and the only ones who will be able to play it are gamespy players.....and i cannot guarantee that the map even works right on their servers.....WTF am i doing this for????I've spent almost 10 months working on maps for Renegade and now this is what happens.....my work is rendered useless to the community.....great.....I'm beside myself with disgust.I want to hear from either Hjelstrom or Rubyor on this subject.When does Westwood expect to re-introduce mod maps back on westwoods servers?Should i just move on now or what?Eric.

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Subject: Poly count for flying level?? (15000)

Posted by [Anonymous](#) on Sun, 01 Dec 2002 21:24:00 GMT

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quote:Originally posted by gavhill8k:ack i think glacier is the worst map you did i would of much rather had metro in it so it wont get played on my server when im hosting. You don't think very well, then.

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Subject: Poly count for flying level?? (15000)

Posted by [Anonymous](#) on Mon, 02 Dec 2002 04:47:00 GMT

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It's just temporary until they can correctly fix the crash-to-desktop issue.

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Subject: Poly count for flying level?? (15000)

Posted by [Anonymous](#) on Mon, 02 Dec 2002 05:02:00 GMT

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see, ACK knows all

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Subject: Poly count for flying level?? (15000)

Posted by [Anonymous](#) on Mon, 02 Dec 2002 06:54:00 GMT

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quote:Originally posted by SGT.May:i just did another test on gamespys servers.....i almost made it through one game without it locking up my comp.....I've updated everything on my system and i've e-mailed gamespy tech service.....i still havent heard from them.This sucks.....i just spent a week making this map for the community and the only ones who will be able to play it are gamespy players.....and i cannot guarantee that the map even works right on their servers.....WTF am i doing this for????I've spent almost 10 months working on maps for Renegade and now this is what happens.....my work is rendered useless to the community.....great.....I'm beside myself with disgust.I want to hear from either Hjelstrom or Rubyor on this subject.When does Westwood expect to re-introduce mod maps back on westwoods servers?Should i just move on now or what?Eric.You should just get alittle patience. The maps are returning to WOL when the new patch is out. Unless you want the game to crash, when, you log on, refresh, go to a chat, or leave a game.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 07:27:00 GMT  
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ok.....so you're saying i have to wait till the next patch (1.036 or 1.040).....right?I've been around long enough to know that the CTD bug isnt an easy bug to find.....hopefully it can be solved quicker than it was for RA2 (ask YSLMuffins she knows all about that can of worms).You're right,i am upset.....i didnt see anything about this in the readme that came with the new patch.....i had no idea that they did this till i was told by another gamer.The reason i am upset is because i have worked hard to get what i have published out to everybody and i seem to find myself out of the loop.....not worthy of this pertinent information that directly affects my work with the community here.Where or when did they post about this happening?guess i'll go look and see.Eric.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 07:35:00 GMT  
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i just did a search the mod forum,the general forum,tactics and strategies,the clan

quote:quote:----- Originally posted by Brian Hayes:I've just updated the WOL servers so only standard maps/mods can be hosted on WOL. Our support department was just getting too many calls about the crash, so we're gonna have this in-place until we can get a fix for the Renegade client pushed live.If you want to play custom maps or mods you can still play on GameSpy. For now though hosting those customs maps and mods on WOL will fail.Sorry for the inconvenience.Brian-----

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 09:30:00 GMT  
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quote:Originally posted by gavhill8k:ack i think glacier is the worst map you did i would of much rather had metro in it so it wont get played on my server when im hosting.Agreed.

---

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 11:11:00 GMT  
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quote:Originally posted by Bumpaneer: quote:Originally posted by gavhill8k:ack i think glacier is the worst map you did i would of much rather had metro in it so it wont get played on my server when im hosting.Agreed.Agreed.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 11:15:00 GMT  
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Eric, about the info from Bryan Hades, here is his post; not long ago posted on General Discussion  
Forums:[http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get\\_topic;f=1;t=029176](http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic;f=1;t=029176)

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 11:41:00 GMT  
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by gavhill8k:ack i think glacier is the worst map you did i would of much rather had metro in it so it wont get played on my server when im hosting.Agreed.Agreed.You haven't any room to talk about "worst maps"...

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 11:45:00 GMT  
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WS is mostly on vacation till after the holidays (well that is what there auto responder emails have said) so...be patient, i see good things for renegade after the 1st of the year

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 11:52:00 GMT  
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You people say ack's map suck yet there the most popular on servers, and your always playing them.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 13:07:00 GMT  
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I never said it was a bad map, I simply stated I believed it was the worst one Ack has made. I will admit, I play Ack's maps and enjoy them. I just didn't think it was up to his usual standards. Enough said.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 13:12:00 GMT  
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Hehe, and Ack, if we want to go over some of the reasons your maps are so popular, StoneRook and I would be glad to....

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 13:22:00 GMT  
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remember, its WW's, not ack's map. Glacier is a All Nod Map. you can get 3 different Buildings just by walking in! Also I hate how Nod Can Win via a placed Beacon when thats like a suicide mission for gdi!

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 13:32:00 GMT  
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quote:Originally posted by Laser2150:remember, its WW's, not ack's map. Glacier is a All Nod Map. you can get 3 different Buildings just by walking in! Also I hate how Nod Can Win via a placed Beacon when thats like a suicide mission for gdi!Westwood's? No, it's mine. Look in your Renegade\data directory. The patch placed a readme file called C&C\_Glacier\_Flying.txt in it... Guess what it says?"Creator: Aircraftkiller"WowzOr.

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Subject: Poly count for flying level?? (15000)  
Posted by [Anonymous](#) on Mon, 02 Dec 2002 13:35:00 GMT  
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Hey ACK.....i think i figured a way to fix your repair animation problemb with glacier.The repair facilities need to have the repair animations included in the repair facility when you place it in the .gmax editor.....then you need to delete everything but the repair animation from your map(dont move it from the location where you place it).delete all unused materials.....select the animation and export it like usual as a hirearcheal animated model....this places the animation mesh in the correct coordinates for displaying them on the repair facility.Then when you enable the repair animation it should show up right on top of the repair facility where it belongs and only display during repair.I tried it with the light animation on one of the versions of the nod repair facility and it worked.....it should do the same for the arc effect.In my opinion i think glacier is a good map.....it just needs a tad more done to

didnt post it in the mod forum.....where it would have been seen by the people it affects.....i hardly browse any other forum but this one.I really hope they get this fixed soon.....I just released a new map.....and it looks like its gonna be a while before it can be played online.Eric.

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Subject: Poly count for flying level?? (15000)

Posted by [Anonymous](#) on Tue, 03 Dec 2002 00:50:00 GMT

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posted by Bumpaneer: quote:Originally posted by gavhill8k:ack i think glacier is the worst map you did i would of much rather had metro in it so it wont get played on my server when im hosting.Agreed.Agreed.You haven't any room to talk about "worst maps"... Burned. I also expected an argument ACK, not a face

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