
Subject: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Mon, 26 Dec 2005 22:55:18 GMT
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My latest, and probably best map so far.

Edit: Version 1.1 final:

http://files.filefront.com/CC_SnowStorm11rar/;4525649;;/file info.html

For screens, go here:

<http://www.n00bstories.com/image.gallery.php?id=4622&folder=1590>

I said I would be adding large tunnel networks but I skipped that. The map is already large and a map too big will end up with 60% un-used terrain.

Subject: Re: C&C_SnowStorm (version 1.0) released
Posted by [AmunRa](#) on Mon, 26 Dec 2005 23:03:49 GMT
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nice, downloaded

Subject: Re: C&C_SnowStorm (version 1.0) released
Posted by [Coolair](#) on Mon, 26 Dec 2005 23:23:04 GMT
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I like the map, a bit on the FPS heavy side but ill just put that down to the snowfall. Great layout & some interesting sniping points.

Subject: Re: C&C_SnowStorm (version 1.0) released
Posted by [Naamloos](#) on Mon, 26 Dec 2005 23:31:23 GMT
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My FPS doesn't drop below 60, but maybe I should have been more carefull with the snow

Subject: Re: C&C_SnowStorm (version 1.0) released
Posted by [Ma1kel](#) on Tue, 27 Dec 2005 00:02:15 GMT
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My FPS is 35-40 with my Nvidia Gforce FX 5500. The map looks good and if you want it to be a good C&C map the only negative comments are:

- 1.Map is way too big. (Got lost.)
- 2.Make some teleporters in both bases to locations of the map. (If you die it will take ages to do something, resulting in massive camp.)
- 3.Make the fog and snow less.

And why make the teleporter models not Mini Stargates.

Subject: Re: C&C_SnowStorm (version 1.0) released
Posted by [Naamloos](#) on Tue, 27 Dec 2005 00:32:31 GMT
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If I added teleporters inside the bases it would sort of kill the part of the map that took to long to create. The need for teamwork and tactics.

If everyone could just teleport right away it would be nothing more then an infantry rush at the start to end the game.

And you got lost on the map? Good, that was the point!

For the next version I will reduce the snow a bit, but not to sound like an asshole or anything... But maybe it's time for a pc upgrade?

Subject: Re: C&C_SnowStorm (version 1.0) released
Posted by [Aprime](#) on Tue, 27 Dec 2005 08:12:17 GMT
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<http://www.renegadeforums.com/index.php?t=msg&th=18211&start=0&rid=19866>

Subject: Re: C&C_SnowStorm (version 1.0) released
Posted by [Naamloos](#) on Tue, 27 Dec 2005 13:30:48 GMT
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Pointless post as it has nothing to do with my map. It's you yourself that created this vehicle warping.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Aircraftkiller](#) on Tue, 27 Dec 2005 16:15:38 GMT
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Teleporters are one of the most useless gimmicks that this game has been "upgraded" with. There is no reason why you would need a massive underground area with nothing but teleporters to further teamwork. If you can't help the teams work together through terrain design and creative placement of buildings and terrain features, a gimmick isn't going to do it for you.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Tue, 27 Dec 2005 16:25:42 GMT
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They are only there to speed movement for infantry up a bit, and just for fun.

In the end you will need a well organized group of vehicles (or infantry, but base defences won't make that easy) to destroy the enemy base because non of the teleporters are close to the bases.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Aircraftkiller](#) on Tue, 27 Dec 2005 16:31:41 GMT
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Your definition of fun doesn't run in line with mine. I tend to think of crappy gimmicks replacing actual gameplay as being similar to those who depend on filters to do work in Photoshop.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Tue, 27 Dec 2005 16:55:01 GMT
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Then indeed we cannot agree with eachother. Everyone has his own opinion on things.

We will see how most people will think of this once the map is a bit more known. It's now less then a day old, it's impossable to tell what people will like or not.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Dan](#) on Wed, 28 Dec 2005 00:27:54 GMT
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Hey, how about making a version of the map without teleporters? Gives the option of having either gameplay then :P

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Wed, 28 Dec 2005 02:09:42 GMT
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Then just don't use the teleporters

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [YSLMuffins](#) on Wed, 28 Dec 2005 03:41:55 GMT
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I don't know, I think teleporters could be fun once in a while. Especially when you've been playing for so long.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Goztow](#) on Wed, 28 Dec 2005 07:53:30 GMT
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This is scary: I actually agree with aircraftkiller...

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Alkaline](#) on Fri, 30 Dec 2005 07:13:40 GMT
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Nice map but I have to agree with what many people said:

- 1, Too big, very easy to get lost, shrink the size if you can.
 - 2, Gdi pwns nod the agt will not let anything close, where as the oblisk will get owned by mrls attacks
 - 3, Get Rid of the Snowfalling, it only slows FPS gets even worse online. Or make it 1/10 of the snowfall that it is.
 - 4, Add Choppers or transport copters the map certainly is big enough.
 - 5, do you mind if I add this map to a mappack? Your ready and screenshots will be included ofcourse.
-

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [bisen11](#) on Fri, 30 Dec 2005 07:49:29 GMT
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Aircraftkiller wrote on Tue, 27 December 2005 11:31 Your definition of fun doesn't run in line with mine. I tend to think of crappy gimmicks replacing actual gameplay as being similar to those who depend on filters to do work in Photoshop.

Teleporters create nice boundry limits for bots in co op maps. Ofcourse you can always do a bunch of enable spawner on enter zones.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Fri, 30 Dec 2005 11:16:45 GMT
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Ok, I'll add a second AGT/obi to the bases an I'll make the map flying. I will also remove the snow and fog. I won't be able to change the map's size however.

Next time I'll be more carefull with the poly's. I guess what people say "W3D engine can handle many poly's" isn't too true, or on any higher resolution then 800x600 it isn't anyway.

Also I don't mind anyone including the map in any pack as long as I get credit for it.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Goztow](#) on Fri, 30 Dec 2005 12:08:59 GMT
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Naamloos wrote on Fri, 30 December 2005 06:16Ok, I'll add a second AGT/obi to the bases an I'll make the map flying. I will also remove the snow and fog. I won't be able to change the map's size however.

Next time I'll be more carefull with the poly's. I guess what people say "W3D engine can handle many poly's" isn't too true, or on any higher resolution then 800x600 it isn't anyway.

Also I don't mind anyone including the map in any pack as long as I get credit for it.
As u got no name, that should be easy XD

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Fri, 30 Dec 2005 12:16:38 GMT
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Actually I do, but this is just my very old nickname that I only use on this forum and a few others renegade related.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Fri, 30 Dec 2005 22:07:24 GMT
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Here are the new base layouts (and fog settings) I will be using. If you have anything to suggest about them now will be the right time.

GDI:

<http://www.n00bstories.com/image.fetch.php?id=1264647990>

Nod:

<http://www.n00bstories.com/image.fetch.php?id=1253043866>

(The screens are taken in Level Edit, for those who might think wtf those odd objects are.)

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Aircraftkiller](#) on Fri, 30 Dec 2005 22:17:04 GMT
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Those walls are horrible, fix them by making them look segmented as they do in C&C95... Lose the poorly textured surface and give it a straightforward concrete UV map in Photoshop.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Fri, 30 Dec 2005 22:32:09 GMT
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First, they aren't supposed to be anything like the C&C95 walls. They are just... Walls.

Second, I can't UV map. Not that I tried or anything, but I don't see the need atm.

My main concern is gameplay.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [CnCsoldier08](#) on Sat, 31 Dec 2005 02:49:04 GMT
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UV mapping, as needed in this case, is as simple as clicking on the 'Apply UVW Map' modifier. He means you should make them more like the walls seen in RenAlert, and he is right, it would look better.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Titan1x77](#) on Sat, 31 Dec 2005 11:15:24 GMT
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He means make them wider and more rounded(not in a straight line). Apply a solid concrete texture to it instead of the striped texture you got on it now.

Don't be afraid to add polys.

I'll d-load the map and have a look at it.....filefront?

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [PaRaDoX](#) on Sat, 31 Dec 2005 12:17:21 GMT
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if you can make a good VIS you can make it high poly and im not sure how to do this but if you need to make more rounded walls use a LOD system

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Sat, 31 Dec 2005 15:29:56 GMT
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Ok, then I got an UV map. But I still don't know shit about photo shop

Fine. I will make new walls, but don't expect them to have perfect textures.

And VIS won't work because of my map's layout, and even if it did it takes too much time. I already fixed the FPS 'lag' by removing the snow and 98% of the fog.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [PaRaDoX](#) on Sat, 31 Dec 2005 17:09:41 GMT
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textures are not to bad but vartiy is a good thing

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Titan1x77](#) on Sat, 31 Dec 2005 19:29:50 GMT
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Naamloos wrote on Sat, 31 December 2005 10:29Ok, then I got an UV map. But I still don't know shit about photo shop

Fine. I will make new walls, but don't expect them to have perfect textures.

And VIS won't work because of my map's layout, and even if it did it takes too much time. I already fixed the FPS 'lag' by removing the snow and 98% of the fog.

Fog has 0 impact on preformance...you can put this back on.

The snow had very little impact on this map....I tested it out and i had an avg of 30 FPS...im betting without snow I'll have 35 or so

Why wouldn't VIS work? You can surely have VIS no matter what the layout is...but if you are adding flying units then, Yes it would take a long time (about 24 hours for it to generate) but it's

worth it for a good map.

so question is is this map good enough? It's large, very large... but you could do a few things to make up for it.

Landmarks to help people not get lost the 1st couple of times they play....odd shaped rocks, some dead trees in different locations,etc..

Tunnels, since this map is so large place a tunnel in a straight line from GDI to Nod's base. Then work in some angles,and extend it off into other areas.

Those teleporters will take awhile to run to...and about them dont place ped's for where they land. People can get stuck and if i buy a buggy and head to a ped i can leave it there while sniping and someone in a med tank could end up getting stuck in it losing there vehicle.....and also about that, place you destination point about 3 meters above where you want them to land, this prevents people from getting stuck together.

Infantry need more cover, small rocks will do the trick, but you can get more creative if you'd like....with flying vehicles this will only be worse for infantry.

Overall the feel of the map was pretty good, Stealth tanks will be hard to find....try to bottleneck the entrenches before the range of the AGT and OB.

Not a bad start but if you really want a good map, you need to progress it along alot more.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Aircraftkiller](#) on Sat, 31 Dec 2005 20:00:51 GMT
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And he shouldn't listen to you, since you've got a tenuous grasp on level design and implementation. Fog does have an impact on performance since it involves transparency, which some video cards have a lot of trouble rendering when they have to draw nothing but alpha images.

"VIS" isn't an acronym you moron... I keep telling you this and you keep thinking it is. It's an abbreviation for visibility rendering, and the only reason it's called "vis" is because visibility rendering is too long to place in a small menu or plugin export value.

"Tunnels" are also just a gimmick. They are only useful in few situations and proper terrain design will compensate for exposed infantry and allow them to hide among trees, brush, rocks, and other assorted items. Relying on "tunnels" alone is the mark of a poor level designer who has no imagination and cannot work without his crutches.

Subject: Re: C&C_SnowStorm (version 1.1) released

Posted by [Naamloos](#) on Sat, 31 Dec 2005 21:34:15 GMT

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Fine. I'll try to do some VIS. I have only done this once and it didn't work out too well so I may need some help with it. But first I will work on the bases some more, aswell as some rocks here and there.

And I will not add any tunnels from 1 base to the other. It completely makes the main ground useless for ground vehicles/infantry.

Edit: And the teleport "respawn points" are already above the ground. Any higher and you get falling damage.

Subject: Re: C&C_SnowStorm (version 1.1) released

Posted by [Titan1x77](#) on Sat, 31 Dec 2005 21:48:36 GMT

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Well the tunnels dont have to be all underground(that's not really what I meant anyways),it can help guide the players to the other base....but it's your call

I'll give an example...well for some reason I tried to open the .w3d and it crashes W3d viewer. I was going to draw it out, oh well. What I mean is to draw a imaginary straight line from one base to the other....if a large hill comes in the way a small tunnel thru it will help infantry reach the other side quicker,and give cover....you dont need to make one large tunnel,and it's certainly not what any players would want.

Make sure your map is FINAL before you do any type of VIS generation.

BTW...your .mix file is huge, you got scripts.dll,objects.ddb and strings.tdb and all the .ini's inside of it.

Use RenegadeEX to open the .mix up and delete the excess files.

Not sure how you exported to .mix, but it exported alot of unneeded files.

Subject: Re: C&C_SnowStorm (version 1.1) released

Posted by [PaRaDoX](#) on Sat, 31 Dec 2005 21:51:55 GMT

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if you need help with the vis msnm me at ~:msn.com dont add the ":~~ ~~:"

Subject: Re: C&C_SnowStorm (version 1.1) released

Posted by [Titan1x77](#) on Sat, 31 Dec 2005 22:07:27 GMT

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BTW, Don't worry about the fog...if you don't beleive me, test it with full fog and no fog and check your FPS.

This day and age any modern video card won't even budge with the way Renegade Renders it's fog.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Sat, 31 Dec 2005 22:10:13 GMT
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Titan1x77 wrote on Sat, 31 December 2005 22:48
BTW...your .mix file is huge, you got scripts.dll,objects.ddb and strings.tdb and all the .ini's inside of it.

Use RenegadeEX to open the .mix up and delete the excess files.

Not sure how you exported to .mix, but it exported alot of unneeded files.

Huh? I removed those using XCC mixer.

Edit: I can test the map even with 100% fog and snow and my FPS will still not drop below 60. So that won't tell me much.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Wed, 04 Jan 2006 15:08:21 GMT
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This is the best I can do for a wall with the tools I have.

<http://www.n00bstories.com/image.fetch.php?id=1125748618>

<http://www.n00bstories.com/image.fetch.php?id=1275261690>

Note: The lightening is just W3D viewer messing up. The snow on top won't look like that in-game.

I also added rocky objects on the map to help people find their way around.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [JeepRubi](#) on Wed, 04 Jan 2006 18:52:53 GMT
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I like them

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Wed, 04 Jan 2006 22:55:58 GMT
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I'm done doing the VIS part for Gmax. But last time I attempted this I messed it up, so here I'll explain what I did. Tell me if I did anything wrong, as the tutorials aren't too clear to me.

Here is a screen, but it's hard to see much on it:

<http://www.n00bstories.com/image.fetch.php?id=1171190456>

Since my terrain is made out of too many different parts I did not clone it, instead I made a plane with the same size just below the lowest part of the map.

I detached the plane in many different parts (Omg, I am so never ever going to do that part again, I'm going crazy!) then cloned all of them and stacked it a few times above eachother (for flying vehicles).

Then checked the VIS and Hide boxes.

Edit: Oh and after that I grouped them all and named it VIS. But I don't think that matters anything.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [PaRaDoX](#) on Wed, 04 Jan 2006 22:58:26 GMT
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have you tried to auto vis it?

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Wed, 04 Jan 2006 23:00:52 GMT
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... Auto VIS...?

I haven't started on the LE part yet if that's what you mean...

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Titan1x77](#) on Thu, 05 Jan 2006 01:09:40 GMT
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Well as far as VIS goes...if your map is flying(which it is) make sure you have those sectors all they way up to the roof...You dont need one above the roof just up to 10 meters below it...place it 8 meters below just to be safe...prepare to let VIS run for 12-24 hours(what is your PC specs?)

Future reference :If you dont have flying vehicles, just select all the walkable areas and clone it(and break it up)....this will result in a much faster generation time.

I detached all the polys in my vis sectors like you did before and , yea it sucks!

But a better way is to create 1 small plane and clone that x amount of times on the X axis, then repeat for the Y axis....a much faster way i figured out

next is to just get everything right in LE and finalize your map...then run VIS and run,run,run and run around your map finding any errors and correcting them.

Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Naamloos](#) on Thu, 05 Jan 2006 01:27:30 GMT
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Ok, that was the info I wanted to hear.

I'm finishing up the map a bit and wan't to do some testing with a few players before I start on the pathfinding/VIS generating as it would be annoying to do those twice for 1 bug.

I'll post a link when I have the new test version ready.
