
Subject: I am going to make a DM map need ideas
Posted by [Viking](#) on Sun, 08 Jan 2006 02:35:27 GMT
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Ok here are a few ideas for a DM map that I have.

A prison (not like C&C_PrisonCamp) a new prison made from scratch.

A island with stuff on it. (Like a sniper tower and trees mabe a fre huts)

Anyone else got some cool ideas?

Subject: Re: I am going to make a DM map need ideas
Posted by [Titan1x77](#) on Sun, 08 Jan 2006 08:34:23 GMT
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an infantry only map with a new objective would be cool.

DM sort of sucks for Renegade....you need an objective of some sorts.

Subject: Re: I am going to make a DM map need ideas
Posted by [JRPereira](#) on Tue, 10 Jan 2006 00:00:00 GMT
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how about making it so that it's a prison escape map - where the prisoners have to destroy the resources/gates/etc. for the guards, and the guards have to destroy whatever stockpiled resources the prisoners are using to fuel their escape.

Might these be of use to you?

<http://tiberios.justinpereira.com/haunted-house-2-structures>

You could make it so there's levels of gates that the prisoners need to break through (just static objects that can be destroyed), and the guards have alternate points of entry that they only have access too (maybe doors that only open from the outside).

Subject: Re: I am going to make a DM map need ideas
Posted by [JeepRubi](#) on Tue, 10 Jan 2006 00:07:08 GMT
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The lik does not work.

Subject: Re: I am going to make a DM map need ideas

Posted by [rm5248](#) on Tue, 10 Jan 2006 00:10:17 GMT

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JRPereira wrote on Mon, 09 January 2006 18:00how about making it so that it's a prison escape map - where the prisoners have to destroy the resources/gates/etc. for the guards, and the guards have to destroy whatever stockpiled resources the prisoners are using to fuel their escape.

Might these be of use to you?

<http://tiberios.justinpereira.com/haunted-house-2-structures>

You could make it so there's levels of gates that the prisoners need to break through (just static objects that can be destroyed), and the guards have alternate points of entry that they only have access too (maybe doors that only open from the outside).

Yeah, Nod has to keep the prisoners from breaking out, but once the prisoners get open a door it will stay open. GDI gets 500 points or something for each door they get open.

Subject: Re: I am going to make a DM map need ideas

Posted by [JRPereira](#) on Tue, 10 Jan 2006 00:18:53 GMT

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Jeep Rubi wrote on Mon, 09 January 2006 19:07The lik does not work.

seriously? crap our dns info must be messed up again.

(edit) can you try again? I just changed some dns info around so it should be more reliable now.

Subject: Re: I am going to make a DM map need ideas

Posted by [JeepRubi](#) on Tue, 10 Jan 2006 01:30:40 GMT

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Yea it works now.

Subject: Re: I am going to make a DM map need ideas

Posted by [TankClash](#) on Tue, 10 Jan 2006 04:14:43 GMT

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Yeah, in the middle of some desert... all walled in and no where to go, you know all about that kind of thing, Titan.

The prison thing has been done to death.

Subject: Re: I am going to make a DM map need ideas
Posted by [JRPereira](#) on Tue, 10 Jan 2006 05:22:38 GMT
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TankClash wrote on Mon, 09 January 2006 23:14Yeah, in the middle of some desert... all walled in and no where to go, you know all about that kind of thing, Titan.

The prison thing has been done to death.

prison is a little overdone, I agree.

Now, a properly done battlefield with lots of derlict vehicles and structures - that would be neat. Almost a reason to break open gmax again.

Titan, I don't suppose you could be on AIM more often, eh?

Subject: Re: I am going to make a DM map need ideas
Posted by [Titan1x77](#) on Tue, 10 Jan 2006 05:55:17 GMT
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TankClash wrote on Mon, 09 January 2006 23:14Yeah, in the middle of some desert... all walled in and no where to go, you know all about that kind of thing, Titan.

The prison thing has been done to death.

umm.. yea allright

sure,..i can sign on

Subject: Re: I am going to make a DM map need ideas
Posted by [Viking](#) on Tue, 10 Jan 2006 22:27:50 GMT
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How bout this.

GDI starts out in a base (not a traditional one with refinarys or something liek that) and has to defend a computer or something against nod who will start with abunch of tanks and stuff?

Subject: Re: I am going to make a DM map need ideas
Posted by [JRPereira](#) on Wed, 11 Jan 2006 23:34:00 GMT
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idjit626 wrote on Tue, 10 January 2006 17:27How bout this.

GDI starts out in a base (not a traditional one with refinarys or something liek that) and has to defend a computer or somthing aginst nod who will start with abunch of tanks and stuff?

This could be feasible, so long as GDI's defense racks up enough points to win without making it easier to stall as GDI and pointwhore than it is for Nod to crush the base and win via destroyed structures.

You'd also have to make sure that the server has a time limit that's acceptable for that kind of gameplay (I'd imagine no more than 15 minutes).

Subject: Re: I am going to make a DM map need ideas
Posted by [Viking](#) on Thu, 12 Jan 2006 00:04:32 GMT
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Ok

Subject: Re: I am going to make a DM map need ideas
Posted by [zunnie](#) on Fri, 02 Feb 2007 17:29:47 GMT
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Any plans for making a version that can be played in APB ?

Subject: Re: I am going to make a DM map need ideas
Posted by [Halo38](#) on Fri, 02 Feb 2007 20:19:40 GMT
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Inspiration for you -->

http://www.renegadeforums.com/index.php?t=msg&goto=216458&rid=0&srch=inspiration#msg_216458

Subject: Re: I am going to make a DM map need ideas
Posted by [nopol10](#) on Sat, 03 Feb 2007 01:33:49 GMT
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Does anyone notice that bots in APB seem to crash the game?
