
Subject: C&C_Pompeii (WIP)
Posted by [JRPereira](#) on Sat, 21 Jan 2006 03:11:26 GMT
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I've posted the first progress update for Pompeii today. The map is going to take damn-near forever to make, but it's coming along quite well. Check the Tiberios site for more details, and a bigger pic of the map.

<http://tiberios.justinpereira.com>

Subject: Re: C&C_Pompeii (WIP)
Posted by [icedog90](#) on Sat, 21 Jan 2006 07:12:07 GMT
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I remember reading about Pompeii and watching something about it. That place got screwed over.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Chronojam](#) on Sat, 21 Jan 2006 07:30:53 GMT
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Thank you.

Subject: Re: C&C_Pompeii (WIP)
Posted by [JRPereira](#) on Wed, 25 Jan 2006 04:11:12 GMT
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I've tossed up the second progress update for the map on the Tiberios site. Check it out here:

<http://tiberios.justinpereira.com/2006/01/24/pompeii-progress-update-2/>

All in all, the map's coming along well, but I've got to figure out what to do about the bases.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Titan1x77](#) on Wed, 25 Jan 2006 08:13:14 GMT
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Looks good, im glad to see you making another C&C mode map with vehicles.

I like Rome, but we have no DM/INF only servers

Message to server owners: put up some of the great Infantry only maps and the Few good DM maps up for 15 mins per map...I miss the crazy DM servers.

theres plenty of quality maps to be used....just no servers willing to try them. I know theres some C&C mode servers that have 0 players ...try a DM/Infantry only server to get some action in there.

Subject: Re: C&C_Pompeii (WIP)
Posted by [JeepRubi](#) on Wed, 25 Jan 2006 13:15:20 GMT
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I think ill do that..... once my friend gives me his renny disk so i can re install.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Oblivion165](#) on Wed, 25 Jan 2006 19:05:39 GMT
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Whoever owns tiberios, your input is needed on the RenHelp Forums.

I couldnt find contact information, so i figured you could pass it along.

<http://forum.laeubi-soft.de/thread.php?threadid=703&sid=b22affad7d6e99d38c1bcb9987a6c845>

Subject: Re: C&C_Pompeii (WIP)
Posted by [JRPereira](#) on Wed, 25 Jan 2006 22:42:06 GMT
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I've posted my reply. I'd prefer for more people to link to the tutorials actually - to drive more traffic to the site.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Oblivion165](#) on Wed, 25 Jan 2006 23:33:35 GMT
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Yeah me too, just getting the word out.

That link applies to anyone who has a tutorial on RenHelp.

Subject: Re: C&C_Pompeii (WIP)
Posted by [JRPereira](#) on Sat, 28 Jan 2006 05:57:11 GMT
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I've posted the third progress update for Pompeii on the Tiberios website. This one includes a screenshot of the map ingame. There's still a lot to do, but the map is coming along extremely well.

<http://tiberios.justinpereira.com>

Subject: Re: C&C_Pompeii (WIP)
Posted by [Mighty BOB!](#) on Sat, 28 Jan 2006 06:09:41 GMT
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Lookin' great!

Subject: Re: C&C_Pompeii (WIP)
Posted by [JRPereira](#) on Mon, 30 Jan 2006 00:06:59 GMT
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Well, I have to say that the map is coming along suprisingly well. I've finally got the base tunnels finished and everything base-related is functional now. Next up comes interior detailing on some of the structures, powerup placement, some other small changes, and then vis optimization.

Subject: Re: C&C_Pompeii (WIP)
Posted by [JRPereira](#) on Mon, 30 Jan 2006 06:10:06 GMT
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A preliminary test for vis optimization went fantastically well, so I'd say I've cut 1-2 weeks off the development time for the map.

Stay tuned for details.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Renardin6](#) on Tue, 31 Jan 2006 17:32:15 GMT
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wanna add lightmaps?

Subject: Re: C&C_Pompeii (WIP)

Posted by [JRPereira](#) on Tue, 31 Jan 2006 18:52:45 GMT

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Renardin6 wrote on Tue, 31 January 2006 12:32wanna add lightmaps?

Yea, I really do. The map would really benefit from lightmaps, but I need to add some interior details first.

Subject: Re: C&C_Pompeii (WIP)

Posted by [htmlgod](#) on Wed, 01 Feb 2006 01:17:03 GMT

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Look' real pretty.

Subject: Re: C&C_Pompeii (WIP)

Posted by [DreamWraith](#) on Sun, 05 Feb 2006 01:34:47 GMT

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when we gonna run another test on this justin?

Subject: Re: C&C_Pompeii (WIP)

Posted by [JRPereira](#) on Sun, 05 Feb 2006 04:41:19 GMT

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How about tomorrow (sunday feb 4) around noonish?

I still have to fix some of the odd vis issues.

Subject: Re: C&C_Pompeii (WIP)

Posted by [JeepRubi](#) on Sun, 05 Feb 2006 16:34:58 GMT

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Isn't sunday the 5th?

Subject: Re: C&C_Pompeii (WIP)

Posted by [JRPereira](#) on Sun, 05 Feb 2006 19:55:15 GMT

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Jeep Rubi wrote on Sun, 05 February 2006 11:34Isn't sunday the 5th?

eh whatever, I was half asleep at the time.

Subject: Re: C&C_Pompeii (WIP)

Posted by [EA-DamageEverything](#) on Sun, 05 Feb 2006 22:52:01 GMT

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emm...

still for BETA testing or am I wrong?

BTW, your Tiberios Website is down...

File Attachments

1) [pompeii.jpg](#), downloaded 868 times

	HRServ2	! The Hells Rangers Crazy AOW !	C&C_Canyon.mix	0
	BCSrv1	.	C&C_Pompeii.mix	0
	eSports01	eSports Sniper Server [Europe]	C&C_Volcano.mix	0

Subject: Re: C&C_Pompeii (WIP)

Posted by [JRPereira](#) on Sun, 05 Feb 2006 23:10:54 GMT

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EA-DamageEverything wrote on Sun, 05 February 2006 17:52emm...

still for BETA testing or am I wrong?

BTW, your Tiberios Website is down...

Lol damn you guys are quick.

I've been doing some private beta testing with the BC guys. I have a lot of stuff to fix and add before I can release and do some public testing.

I'm back to a more march deadline rather than shooting for mid or late feb. The map will be a lot better for it though.

As for the Tiberios website - For some reason, the dns records aren't propagating out as quickly as I'd like. If it's not fixed later today, I'll see what I can do to fix it.

Subject: Re: C&C_Pompeii (WIP)
Posted by [EA-DamageEverything](#) on Mon, 06 Feb 2006 19:11:08 GMT
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The Tiberios Website is online again. Good job.

Subject: Re: C&C_Pompeii (WIP)
Posted by [JRPereira](#) on Tue, 07 Feb 2006 01:55:30 GMT
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I've posted the fourth progress update for Pompeii today. March is definately a better deadline than trying to struggle for an early release.

Click the pic for more info.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Spice](#) on Tue, 07 Feb 2006 22:39:28 GMT
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Wow, that is looking rreally nice, one note though. Make the texture on the inside of those pillars the same on the outside.

http://tiberios.justinpereira.com/images/news/02_06_2006e.jp g

That rock texture on the inside doesn't look all that good. That's my oppinion. Everything else looks amazing.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Renardin6](#) on Tue, 07 Feb 2006 22:55:30 GMT
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Use that tutorial (gift from Sloth) and add lightmaps to that map to make it perfect.

For the rest of the community, please feel free to use it or wait the next version of this tutorial from SLOth. We wanted to keep it for Reborn release but the community needs more tools and support, so get it and revise your maps with LIGHTMAPS!

Password for the archive: -sloth-

File Attachments

1) [New_Tutorial.rar](#), downloaded 274 times

Subject: Re: C&C_Pompeii (WIP)
Posted by [JeepRubi](#) on Tue, 07 Feb 2006 23:11:09 GMT
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*sigh, cant do it in gmax can you...

Subject: Re: C&C_Pompeii (WIP)
Posted by [Coolrock](#) on Tue, 07 Feb 2006 23:11:41 GMT
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I think Renardin is trying to tell us something <_<

Was that comment towards Silent Kane or something? >_>

Subject: Re: C&C_Pompeii (WIP)
Posted by [bisen11](#) on Tue, 07 Feb 2006 23:40:00 GMT
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That does look like a pretty awesome lava SS. Wish i was good at textures >.<

Subject: Re: C&C_Pompeii (WIP)
Posted by [DreamWraith](#) on Wed, 08 Feb 2006 00:10:54 GMT
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Coolrock wrote on Tue, 07 February 2006 23:11 I think Renardin is trying to tell us something <_<

Was that comment towards Silent Kane or something? >_>

Are you TRYING to stir up trouble? It was a tutorial.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Renardin6](#) on Wed, 08 Feb 2006 00:56:43 GMT
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I am trying to tell I would love to see it used for all cp1 maps, fan maps... Nothing more, nothing less.

Subject: Re: C&C_Pompeii (WIP)
Posted by [JeepRubi](#) on Wed, 08 Feb 2006 01:07:37 GMT
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I think that most people making maps use gmax (me) so , cannot use lightmaps.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Coolrock](#) on Wed, 08 Feb 2006 01:59:37 GMT
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DreamWrsith: I'm not TRYING to start anything.

Quote:We wanted to keep it for Reborn release but the community needs more tools and support, so get it and revise your maps with LIGHTMAPS!

I'm sorry, but that sounds like he's trying to say something referring to the tool Silent Kane made for APB.

Renardin: Do you also understand that Lightmaps were always there?

Subject: Re: C&C_Pompeii (WIP)
Posted by [JRPereira](#) on Wed, 08 Feb 2006 02:07:26 GMT
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Coolrock wrote on Tue, 07 February 2006 20:59DreamWrsith: I'm not TRYING to start anything.

Quote:We wanted to keep it for Reborn release but the community needs more tools and support, so get it and revise your maps with LIGHTMAPS!

I'm sorry, but that sounds like he's trying to say something referring to the tool Silent Kane made for APB.

Renardin: Do you also understand that Lightmaps were always there?

I think the main problem is that nobody knew how to make them to or was willing to show anybody how to do it.

I for one, welcome our lightmap-sharing overlords.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Coolrock](#) on Wed, 08 Feb 2006 02:12:54 GMT
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It was a miss understanding. I talked to Renardin and everything is fine now.

Subject: Re: C&C_Pompeii (WIP)
Posted by [JRPereira](#) on Wed, 08 Feb 2006 02:19:43 GMT
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dude#1 wrote on Tue, 07 February 2006 18:40 That does look like a pretty awesome lava SS.
Wish i was good at textures >.<

Believe it or not, that's one of the lava textures already in renegade. It scrolls though. The texture I used for the particle emitter area also in always.dat (flash-something, I think).

EXdeath7 wrote on Tue, 07 February 2006 17:39 Wow, that is looking rreally nice, one note though. Make the texture on the inside of those pillars the same on the outside.

http://tiberios.justinpereira.com/images/news/02_06_2006e.jp g

That rock texture on the inside doesn't look all that good. That's my oppinion. Everything else looks amazing.

It would be rediculously tedious to properly map the main texture onto the undersides, but I think what I can pretty easily do instead is just make a flat surface texture based on the main one (which would have the exact same effect). It'll be in the next beta.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Spice](#) on Wed, 08 Feb 2006 06:20:25 GMT
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Sweet, that's my only gripe about the map. It's comming along great.

Subject: Re: C&C_Pompeii (WIP)
Posted by [JRPereira](#) on Thu, 09 Feb 2006 03:00:41 GMT
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I added the GDI/Nod signs today, along with the side tunnels (just large enough for mammals) into the bases.

I still need to add building interiors and some light objects, and then perhaps do lightmaps and then the map will be ready for the next test.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Alkaline](#) on Fri, 10 Feb 2006 04:57:09 GMT
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We ran a INF/DM only server for a little while, their was little to no intrest in it aftet about 2

weeks... incidently it woudl go with days with only 1-2 players in it and many times stay empty.

However if their is intrest I might start one again, a small 16 player or so.

Subject: Re: C&C_Pompeii (WIP)

Posted by [Aircraftkiller](#) on Fri, 10 Feb 2006 05:15:58 GMT

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Quote:It would be ridiculously tedious to properly map the main texture onto the undersides, but I think what I can pretty easily do instead is just make a flat surface texture based on the main one (which would have the exact same effect). It'll be in the next beta.

No, it wouldn't if you had any idea of how to use Max properly. If you're not willing to make those pillars look good using simple UV coordinate mapping, it doesn't say much for the rest of your work. Making those pillars properly mapped would take all of 15 seconds to do right.

Subject: Re: C&C_Pompeii (WIP)

Posted by [JRPereira](#) on Fri, 10 Feb 2006 05:16:36 GMT

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Alkaline wrote on Thu, 09 February 2006 23:57We ran a INF/DM only server for a little while, their was little to no intrest in it aftet about 2 weeks... incidently it woudl go with days with only 1-2 players in it and many times stay empty.

However if their is intrest I might start one again, a small 16 player or so.

Yea, seems like infantry-only is a lost cause. Rome was released to a nonexistant audience. Consequently, I'm not going to do any more infantry-only maps.

I hope Pompeii fares a little better.

Subject: Re: C&C_Pompeii (WIP)

Posted by [Spice](#) on Fri, 10 Feb 2006 05:51:41 GMT

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I remember some of my best memories of renegade playing on Haunted 2. It's too bad no one runs infantry only servers anymore.

Subject: Re: C&C_Pompeii (WIP)

Posted by [Titan1x77](#) on Fri, 10 Feb 2006 07:19:03 GMT

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Well, Alkaline might put one up if we get enough interest...I know I'd like to play some of these newer infantry only maps like rome and ancients....along with some of the older ones I miss playing.

I still have Lightwave_Koth I want to try lightmapping it 1st.

Subject: Re: C&C_Pompeii (WIP)
Posted by [Renardin6](#) on Tue, 14 Feb 2006 20:54:34 GMT
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who will be the first out with a map with lightmaps?

I can't wait to see it.
