
Subject: Roleplay 2 Pictures

Posted by [Blazea58](#) on Sat, 08 Jul 2006 09:38:50 GMT

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Well it has been a while for sure since i posted here about this map, and it has also been a long time since i started working on it. Progress has been picking up lately, and i have gotten most of the renx work done with, although im always adding things here and there anyways. We are fairly near to a beta here which we will release to the public as usual. There is alot more info/pictures at our forums(<http://rp2.clicdev.com/f/index.php?showforum=2>)so feel free to pop in for a look.

Credit will all go where due, sure i have used some textures from other sources but a large majority of the 881 textures being used are textures i made myself either being from real images or other textures i turned seamless. Yes it is an extremely high amount of textures for a single map and i am fully aware that this can kill some peoples framerate, but nothing i can do except laugh at ya

The amount of polygons per 300 metres is around 15-20,000 right now, and uses rougly 150,000 polygons alltogether.

This map alone can easily crash a bad computer, and have them never loading it lol, but i like to think big.

Anyways here is a few pictures.I will post the beta link here when we release

Subject: Re: Roleplay 2 Pictures
Posted by [LR01](#) on Sat, 08 Jul 2006 09:45:15 GMT
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last pic is nice

Subject: Re: Roleplay 2 Pictures
Posted by [TD](#) on Sat, 08 Jul 2006 10:13:53 GMT
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Nice updates, can't wait to play the beta

Subject: Re: Roleplay 2 Pictures
Posted by [Viking](#) on Sat, 08 Jul 2006 10:39:40 GMT
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THAT BOXHOUSE IS MINE BITCHES!
DONT TRY TO TAKE IT! IT HAS MY NAME IT IT LOL!!

Subject: Re: Roleplay 2 Pictures
Posted by [Chronojam](#) on Sat, 08 Jul 2006 21:13:39 GMT
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Backup your work.

Subject: Re: Roleplay 2 Pictures
Posted by [bisen11](#) on Sun, 09 Jul 2006 04:47:33 GMT
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Geez, how long have you been workin on it now O.o . And how many MBs so far?

Subject: Re: Roleplay 2 Pictures
Posted by [piotrkol1](#) on Sun, 09 Jul 2006 05:16:34 GMT
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Is there an airport in the map? JW

Subject: Re: Roleplay 2 Pictures
Posted by [icedog90](#) on Sun, 09 Jul 2006 05:43:45 GMT

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nice to see that it's still alive. Insane job there buddy.

Subject: Re: Roleplay 2 Pictures
Posted by [Kamuix](#) on Sun, 09 Jul 2006 05:50:11 GMT
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I like the new desert Island thingy

Subject: Re: Roleplay 2 Pictures
Posted by [Blazea58](#) on Sun, 09 Jul 2006 12:20:25 GMT
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Chronojam wrote on Sat, 08 July 2006 17:13Backup your work.

Yea i have alot of space on my hard drive, i am constantly saving the map on new save files to avoid corruption at any stage.

Quote:Geez, how long have you been workin on it now O.o . And how many MBs so far?

I can't even remember the day i started this map, but it was back in the days of renstation when they had the little mod forum up. This would be a quicker job if i had more people, although i usually tend to like doing as much as possible myself.

The amount of Mb i think the pkg right now just for testing runs at 400mb(pkg may be larger mb then mix , i cant remember) unzipped with the desert and normal terrain included. I think in a rar it could go down to 150-200.

Quote:Is there an airport in the map?

At the moment there is not although i have a tendancy to build alot of things at random, so you never know, eventually we may have one. Right now we have a large aircraft carrier instead as well the area69 has a runway.

Anyways here is some new pictures. I have been updating constantly, and now i have made a new small home in canada to live in o.O, as well as many fixes/textres especially now water/islands wont collide and will line up seamlessly with eachother.

