
Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Aircraftkiller](#) on Fri, 28 Feb 2003 00:00:49 GMT

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C&C Land is coming today or tommorow! I just finalized everything in the map. For those of you who are ill-informed and know nothing about it, C&C Land was the first map that the lead level designer, Eric Kearns, made for Renegade. It included a Mutant Lab, but for numerous reasons, including it not functioning for Nod, I removed it from the level. I will use it in another level someday.

The tutorial mission that Renegade has is based on the Land map, only on the Global Defense Initiative base area. They cut out the other portions of the map.

The bases themselves originally had Helicopter Pads, as it was intended to be a flight-enabled map. The Nod base also had a SAM Site and a pair of Turrets. I kept the Turrets and removed the SAM Site. The SAM Site and Helicopter Pads will reappear in the C&C_Land_Flying map, if I do it. I really want to, as well... Yet my time constraints are becoming more imposing as Renegade Alert is requiring my immediate attention.

Look for the C&C Land map tonight or tommorow, and long live Renegade!

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [bigejoe14](#) on Fri, 28 Feb 2003 00:04:27 GMT

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Nice!

Subject: Re: To celebrate the rebirth of the Renegade Public Forums..

Posted by [Sk8rRIMuk](#) on Fri, 28 Feb 2003 00:05:14 GMT

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AircraftkillerC&C Land is coming today or tommorow! I just finalized everything in the map. For those of you who are ill-informed and know nothing about it, C&C Land was the first map that the lead level designer, Eric Kearns, made for Renegade. It included a Mutant Lab, but for numerous reasons, including it not functioning for Nod, I removed it from the level. I will use it in another level someday.

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Long live Renegade ...

The map sounds ace can't wait to try it keep up the good work ACK . Nice to see another Flying Map coming i'm sure you eventually will squeeze it in...

I just loe these new emotions lol.

-Sk8rRIMuk

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [C4miner](#) on Fri, 28 Feb 2003 00:05:41 GMT

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w00t!

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Sir Phoenixx](#) on Fri, 28 Feb 2003 00:05:50 GMT

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Here here!

Cheers *raises a glass of red whine*

I'd like to make a toast... Now that I've got my snack out of the way (), I'd like to Congratuate Crimson & Her magical Cohorts on setting up these excellent forums...

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [PsY](#) on Fri, 28 Feb 2003 00:19:33 GMT

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Hey ACK, for those of us (like me) who are very impatent and really have nothing better to do on a rainy wet day (today for me), could you post up some screenies? Would be nice.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Blazer](#) on Fri, 28 Feb 2003 00:19:41 GMT

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Note this would be an example of INTELLIGENT usage of images if we decide to turn them on...Ack would have the ability to place screenshots directly in his post.

I am skeptical that people would be able to resist posting images just for fun, and in no time something lewd would pop up, or just wasting bandwidth posting silly stuff. Time will tell

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Sir Phoenixx](#) on Fri, 28 Feb 2003 00:29:31 GMT

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This is how I think EVERYONE should post pictures:

If the picture you want to link to is smaller than the post area (as in under 400-500 wide), than the original image can be put in the post.

If the picture is larger than the post area (if it is more than around 400-500 wide, or if it distorts the post area (stretches it out to accomodate it)) than it has to be posted as a link to the original image (enclose the image inside of a url tag, use 100x100 for the link image's size, and have it link to the real image).

No porn, illegal images, etc.

My .20 cents

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Try_lee](#) on Fri, 28 Feb 2003 00:32:11 GMT

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Yet another map to play, I can't wait.

If people abuse pics then either those posting useless pics should be punished or, if the problem is completely out of hand, they should be disabled temporarily/permanently.

There's no way to tell unless you give it a try though. <--HINT

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Sir Phoenixx](#) on Fri, 28 Feb 2003 00:45:04 GMT

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I don't think it should be removed...

Crimson should add a little option in the User's administration cp that you can disable certain options from certain users if they abuse it...

Like being able to turn off the signature of someone if he/she abuses it, or the image posting capabilities from someone if he/she abuses it, not the entire community.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [OrcaPilot26](#) on Fri, 28 Feb 2003 00:47:41 GMT

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cool, I always wanted to know what was beyond that gate in the tutorial mission.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [snipefrag](#) on Fri, 28 Feb 2003 01:08:08 GMT

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sounds good

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Ultron10](#) on Fri, 28 Feb 2003 01:30:29 GMT

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Looking forward to it!

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [L3f7H4nd3d](#) on Fri, 28 Feb 2003 01:34:44 GMT

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It'll be up in 10.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [NeoSaber](#) on Fri, 28 Feb 2003 02:26:53 GMT

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Nice map. I had my doubts when I read it was the first map made for renegade, but it turned out well.

I did find a few vis errors that might be worth correcting

Error 1

Error 2

Error 3 (Back up and look to the right from error 2)

I figured it would be best to mention them now before the map gets 1000+ plus downloads.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Madtone](#) on Fri, 28 Feb 2003 02:42:02 GMT

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Uberness!

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [bigejoe14](#) on Fri, 28 Feb 2003 02:48:21 GMT

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BlazerNote this would be an example of INTELLIGENT usage of images if we decide to turn them on...Ack would have the ability to place screenshots directly in his post.

I am skeptical that people would be able to resist posting images just for fun, and in no time something lewd would pop up, or just wasting bandwidth posting silly stuff. Time will tell Well, I'm pretty sure that these boards will have a lot more intelligent and mature people then the official boards. There seemed to be a lot more newbs than normal and community contributing members there. I'm sure this place will take off fast.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Krazyfoxx](#) on Fri, 28 Feb 2003 02:56:20 GMT

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Sweet! Looking forward to seeing it.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Doitle](#) on Fri, 28 Feb 2003 02:58:02 GMT

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That first level is awesome, will there be as much elevated cave shooting action like the "AMBUSH" scene?

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Aircraftkiller](#) on Fri, 28 Feb 2003 03:06:50 GMT

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It is already out on Renegade Realm. I will put out an optional 1.1 fix for the vis errors.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Griever92](#) on Fri, 28 Feb 2003 03:07:22 GMT

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Excellent

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Gus](#) on Fri, 28 Feb 2003 04:27:02 GMT

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Kick ass!

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Falconxl](#) on Fri, 28 Feb 2003 06:15:07 GMT

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Sounds like a fun map.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Aircraftkiller](#) on Fri, 28 Feb 2003 08:16:55 GMT

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It was fun just running around inside of the editor with it.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [C4miner](#) on Fri, 28 Feb 2003 09:27:40 GMT

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ROFL... nice readme

Quote:AllGusto is not permitted to view, steal, or take anything from this map without permission from the creator. AllGusto is not permitted to call anything from this map his without prior written permission from the creator. AllGusto is explicitly forbidden from using any extraction program to take anything or view anything from the C&C_Land.mix file. AllGusto may not take anything from anyone relating to the C&C_Land map. AllGusto may not take any portion of this readme and use it as his own.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [snipefrag](#) on Fri, 28 Feb 2003 13:27:00 GMT

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LMAO, where can i DL it from or has someone posted a link that i have missed.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Demolition man](#) on Fri, 28 Feb 2003 13:40:50 GMT

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The map is ok but you should stop using invincible vehicle blockers so much. Place a rock in front and then use it that looks more real. How it is now on some places it looks stupid.

Also make your sig shorter.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [frijud](#) on Fri, 28 Feb 2003 14:47:49 GMT

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Sweet, Another new map. Will it be hosted on the Pits this weekend? I look forward to playing it!!!

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Aircraftkiller](#) on Fri, 28 Feb 2003 16:09:48 GMT

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The vehicle barriers are there for good reason. I can't just stick rocks in tight areas if I know they'll cause movement issues with Mammoth Tanks or other vehicles of its size, like the Tiberium Harvester.

Keep that in mind.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Vegito](#) on Fri, 28 Feb 2003 17:53:55 GMT

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What vehicle blockers are you referring to? The only ones I noticed in that map are the ones that stop you from going up the hill to the ramp. If he put a rock there it would just be in the way.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Demolition man](#) on Fri, 28 Feb 2003 18:03:43 GMT

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Vegito What vehicle blockers are you referring to? The only ones I noticed in that map are the ones that stop you from going up the hill to the ramp. If he put a rock there it would just be in the way. And in the middle. It's not only this map though. He could just place a pole there and then the

invincible vehicle blocker. It looks more real then and vehicles won't get stuck...

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Vegito](#) on Fri, 28 Feb 2003 18:16:11 GMT

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Yeah I guess it is more realistic.(its tough to go for realism in a game like renegade).But I brely even notice the blockers.Once I realize I cant go there I dont try to do it again so there isnt a problem.I mean I only tried to drive a hummer up that hill in land cause I thought Ack mighta slipped up and allowed it.Most of the time all you need is common sense to know if you can or cant take a tank somewheres.The blockers are just there to make sure.But to me it doesnt matter really if its a rock or invisible.Let the mapmaker do it his way.

Subject: To celebrate the rebirth of the Renegade Public Forums...

Posted by [Sk8rRIMuk](#) on Fri, 28 Feb 2003 18:21:10 GMT

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Another good job ACK this map is great...

I haven't been following to much but how many of the un-released offical maps have you got left to finish because they have all been great so far .

-Sk8rRIMuk
