Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 09:34:00 GMT
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I need feed back on this MapClick for Pic 1,then Pic 2. The non-textured areas (blue, red, and gold) are the beginning of a tunnel system.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 09:37:00 GMT
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Looks ok - tunnels are a bit on the long side though.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 09:40:00 GMT
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Point taken, would adding a tunnel that ran under everything solve that problem?

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 09:42:00 GMT
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That's actually not bad! I see some great potential in you, kid... Keep it up!My suggestions:Take the walls and use a Meshsmooth on it, give it one iteration... Use the vertice control points and mold the walls into mountains... Then alpha blend some grassy-moss type of surface on the mountain at irregular places.Try giving the bases a different layout... Or give the middle some more interesting things to play with.Definitely shorten the tunnels, or just discard them... They aren't totally needed.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 09:55:00 GMT
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Nice job on the textures. Looks very pleasant to the eyes, and realistic as well. Keep up the good work. [January 09, 2003, 10:07: Message edited by: Bumpaneer]

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 09:59:00 GMT
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nice -- !with tunnels -- think outside the box -- you can make them run under the middle - not on the side like that...

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 10:13:00 GMT
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Good job!Maybe make the tunnel entrances behind obelisk/agt.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 10:13:00 GMT
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I would suggest a 2nd tunnel is connected to the base. It looks hard to get in the base.When they mine the back tunnel and the AGT/OB. You still got more mines and your base is all ready save then.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 10:14:00 GMT
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Thanks,I am not quite done with the cliffs around the sides; I just have them there so I know

first few practice maps I tried to make them super complex and got nowhere.Next map I will get more complex and make it on a larger scale.Kid{!} I will leave that one for now. Thank you all for your positive feedback. As for mesh smooth, how does it work? When I use it does not always make much of a difference, sometimes it does. Please explain what it does, it would be very helpful.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 10:19:00 GMT
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quote:Originally posted by Cpo64:Thanks,I am not quite done with the cliffs around the sides; I

that makes it a lot easer. My first few practice maps I tried to make them super complex and got nowhere.Next map I will get more complex and make it on a larger scale.Kid{!} I will leave that one for now. Thank you all for your positive feedback. As for mesh smooth, how does it work? When I use it does not always make much of a difference, sometimes it does. Please explain what it does, it would be very helpful.Do good work, get positive feedback... From me, anyways. Don't know about anyone else... People seem to glorify **** on a stick if it's in this forum. Basically, take your mountain mesh (Or meshes if they're not just one large piece) and go to Modifiers >

Subdivision Surfaces > MeshsmoothOnce you do that, click on the iteration spinner and change it to one. Your mountains should become more rounded... That gives it about 2x the polygons and makes it look much better. Click on the vertex icon and select individual vertexes and move them around to sculpt the mountains into a more realistic shape.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 10:20:00 GMT
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quote: That's actually not bad! I see some great potential in you, kid... Keep it up! holy **** ACK was nice to someone who made a map.keep this up and i might have to change the way i think about you...anyways yeah the tunnels do look a bit long also it looks awfully tough to get to eithe base in an APC the AGT or obby will have a long time to blas you in that open field.but its fair for both sides so who cares really.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 10:24:00 GMT
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quote:Originally posted by Viper0968: quote: That's actually not bad! I see some great potential in you, kid... Keep it up! holy **** ACK was nice to someone who made a map.keep this up and i might have to change the way i think about you...anyways yeah the tunnels do look a bit long also it looks awfully tough to get to eithe base in an APC the AGT or obby will have a long time to blas you in that open field.but its fair for both sides so who cares really.As I said, if someone does good, I'll say so...

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 10:29:00 GMT
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Actually from the fields if you position a tank (Arty or MRLS) in the right spot you can hit the PP of the other team while out of range of the defences. I will move (or add more of) the tunnels in order to make foot access easer.On another note, on a different map I made (never to be released) when the aircraft hit the boundary they get stuck there, why is this? How do I make the boundary properly so this does not happen? [January 09, 2003, 10:33: Message edited by: Cpo64]

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 10:31:00 GMT
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hehe..... maybe we should uh... snatch the kid.....

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 10:56:00 GMT

quote:Originally posted by Cpo64:Actually from the fields if you position a tank (Arty or MRLS) in the right spot you can hit the PP of the other team while out of range of the defences. I will move (or add more of) the tunnels in order to make foot access easer.On another note, on a different map I made (never to be released) when the aircraft hit the boundary they get stuck there, why is this? How do I make the boundary properly so this does not happen?Flip the boundary so the colored side faces the ground. Check off the W3D export options: Hide; Vehicle.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 11:01:00 GMT

quote:Originally posted by aircraftkiller2001:Flip the boundary so the colored side faces the ground. Check off the W3D export options: Hide; Vehicle.I did that, except for flipping the boundary I made it 2-sided, is that my problem?

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 11:07:00 GMT

quote:Originally posted by Cpo64: quote:Originally posted by aircraftkiller2001:Flip the boundary so the colored side faces the ground. Check off the W3D export options: Hide; Vehicle.I did that, except for flipping the boundary I made it 2-sided, is that my problem?No 2side option. Check off nothing but Hide and Vehicle.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 11:09:00 GMT

Rodger,

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 14:56:00 GMT

pretty good guy, but How bout throwing some neutral structures in the middle of the map, like bunkers or something. and of course the standard rocks/trees. And vary the hight and shape of the surrounding cliffs.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 15:41:00 GMT
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Ack,All this time, i thought that you were just an amazing map maker with no respect for others, but now, im beggining to rethink that.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 17:00:00 GMT
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quote:Originally posted by DeafWasp:pretty good guy, but How bout throwing some neutral structures in the middle of the map, like bunkers or something. and of course the standard rocks/trees. And vary the hight and shape of the surrounding cliffs.Rocks and trees of course, as for bunkers and such...My idea was that tanks would stick to the fields and infantry to the tunnels. The walls in front of each base are assessable, and quite high, about 7 meters. From on top of the

assessable either from on top, or with little lookouts similar to the ones on C&C_ Volcano or with an opening on top from the tunnels, more likely the latter. But, if the community does demand bunkers I will, perhaps, be flexible.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 17:32:00 GMT
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Looking good. Can we have a closer look at those base walls?

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 17:38:00 GMT
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That map looks really good. It is very pleasing to the eyes. Keep up the good work.As for the whole Bunker thing, I say just put one in the middle area where all the tanks are. That way, you can sorta control the flow of the enemies tanks, and have a chance of destroying those MRLS/ARTs that can attack the power plant, as you say they can. Also, consider putting more than 1 entrance to the tunnels in each base. It would be easy to defend one entrance, and that would sort of make the infantry useless. With 2 entrances, it can become a bit more of a challange in defending the tunnels.No matter what you decide to do with this map, I'm sure it will come out good. You may have found a hidden skill here. Keep up the good work, we need more good maps for Renegade.

Subject: Feedback Please

Posted by Anonymous on Thu, 09 Jan 2003 17:40:00 GMT
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Rodger, and thanks.

Subject: Feedback Please
Posted by Anonymous on Thu, 09 Jan 2003 18:09:00 GMT
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Ok, here is a look at the walls. First Pic,Second Pic, and the Third Pic.Please Note: The walls are not my own, they are a modified version of the Soviet wall produced and released by Westwood.