
Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sat, 18 Jan 2003 13:21:00 GMT

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I finally got it working! It should be released to Ren Realm/CNC Den today! And up for DL some time soon! It originally was going to be a Vietnam map but peeps were *****ing at me so I made it Cambodia! Here are the in progress

screenies! <http://www.n00bstories.com/image.fetch.php?id=1547112334> <http://www.n00bstories.com/image.fetch.php?id=1383452848> <http://www.n00bstories.com/image.fetch.php?id=1042040609> <http://www.n00bstories.com/image.fetch.php?id=2028130790> <http://www.n00bstories.com/image.fetch.php?id=1872050753> <http://www.n00bstories.com/image.fetch.php?id=2115229438> <http://www.n00bstories.com/image.fetch.php?id=1179653861> <http://www.n00bstories.com/image.fetch.php?id=1428041724> <http://www.n00bstories.com/image.fetch.php?id=1146877713> <http://www.n00bstories.com/image.fetch.php?id=1884941758> Remember! Im still tweaking it! What u think?

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sat, 18 Jan 2003 13:30:00 GMT

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Very nice. Only comment I have is; I think some sort of cap or frame should be put around the tunnel that goes down into the ground.

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sat, 18 Jan 2003 13:35:00 GMT

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Im going to put some bush cover around em so its a little harder to spot. Although, the signal flare gives em away. Also in this map the features are, there are 2 crashed choppers in the map, one gdi and one nod. the choppers are the purchase terminals. I put the HON and Barracks things in the map so you can buy characters, but Hotwire and the Nod Tech gunna be disabled so you cant mine up the tunnels. Also, 2 driveable nod light tanks are in the map for extra early level mayhem. I want to put in the refinery things so money builds up.... Think I should?

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sat, 18 Jan 2003 13:45:00 GMT

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That river & terrain are totally *****ing awesome!!!!!! Holy ****. WOW! The mountains are incredible! Off the hook man! You are god. [January 18, 2003, 13:46: Message edited by: maytridy]

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sat, 18 Jan 2003 13:54:00 GMT

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Actually, I need to fix the lighting in the tunnels, its a bit too bright. And the grass is a bit too colorful but im not going to mess with it anymore. And I still have to add the powerups, weapon spawns and stuff to make it a fun deathmatch. Also remember that this is a very old map that I had given up working on, and recently resurrected. [January 18, 2003, 13:57: Message edited by: DeafWasp]

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sat, 18 Jan 2003 14:31:00 GMT

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Amazing, I love it The tunnel in the last screenshot looks a bit awkwardly textured, though.

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sat, 18 Jan 2003 14:33:00 GMT

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yeah..oh well.

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sat, 18 Jan 2003 14:51:00 GMT

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I think it would look better if you either made the lower half of the walls metal, too, or the ceiling dirt.

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sat, 18 Jan 2003 14:53:00 GMT

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Well im just happy I got it working and looking good now. I will decide before I release it if I want to go back to RenX.

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sat, 18 Jan 2003 14:56:00 GMT

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Well it definitely looks good, the forest and river part of it could quite possibly be the coolest thing I've seen in a Renegade map.

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 15:08:00 GMT
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Woah!

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 15:15:00 GMT
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I just decided to redo a lot of the terrain and retexture a few parts. So an extra day I will give myself for lazyness.

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 15:29:00 GMT
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Very very nice!

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 15:40:00 GMT
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Cool...very cool.Make sure the gameplay is as good as how the map looks and you have, quite possibly, got the best renegade map out there.

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 15:49:00 GMT
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IF YOU DO NOT RELEASE THAT I WILL DIE! PLEASE! THAT IS AMAZING! I WANT TO PLAY IT!!!

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 15:58:00 GMT
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I am trying to add more fun gameplay features like woodengaurd towers with wood bridges that go over the river and a beacon pedastal in the waterfall cave. Just want all the maps I release to be perfect.(Word to you map makers, don't hype up your own work and dont post ****ty screens)

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 16:10:00 GMT
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Hey man, no offense, but what you just said was hypocritic (not sure on spelling) because you are hyping up your work. But, it is mad good and the screens kick ass. It deserves to be hyped. Please dont tell us not to hype our work, when you do.

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 16:14:00 GMT
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wtf? find where i hyped it up, post it. for the last couple of months I have not hyped up a thing.except my skills. I have said I am good but havent said anything was awsome or the best.so find it. post what i hyped up.

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 16:19:00 GMT
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First of all, i said no offense, no hard feelings dude. I say that because i respect you as a way better map\modder than me. What im saying is, you didnt hype alot, which is good. And i love when ppl post their work, because i like to look at it. But, this whole post is a little bit of a hype. Now, all i want to say is, please dont tell us not to post our work, when you do. Thats all i wanted to say. I dont want to start a flame war here and argue.

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 16:22:00 GMT
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Yes I know the tread is a bit of a hype, but if it were crappy screens it wouldnt be. All I did was show what I got.Thank you for what you have said.

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 16:24:00 GMT
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I'm glad we understand each other, thats all i wanted to say. Thanks dude.(btw, whats ur e-mai?? i would like to ask you a few questions, if thats ok w\u) [January 18, 2003, 16:29: Message edited by: maytridy]

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 16:26:00 GMT
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Looks great... A few suggestions:1. Be sure not to place to many tree's... Might kill people FPS...
heh2. Make the vehicles respawn after they get destroyed ;]

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 16:32:00 GMT
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i dunno about that respawn.but im gunna try and make tha gameplay fun and fast. [January 18, 2003, 16:36: Message edited by: DeafWasp]

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 20:46:00 GMT
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Looking Nice DeafWasp! I see you got That Kick ass boat in there lol even though you gave me a one star vote *Twitches* lol jk don't worry about it.

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 20:48:00 GMT
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ROLF!!! what timing i just went and watched MIB:IIHey can we get a lobster dinner there for a dollar?

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 22:22:00 GMT
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Nice, in the last screen are you walking over a volcano? And if this map looks this good I wonder what your skrin one will be as good.

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 22:48:00 GMT
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Nice work, Deafwasp, I like the setting very much, especially screen #3. Good work!

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 23:01:00 GMT
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quote:Originally posted by SomeRhino:Nice work, Deafwasp, I like the setting very much, especially screen #3. Good work!Nice job. Clipping looks like it's under control too. If that matters... how's your vis working out for you? Running solves in the editor?

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sat, 18 Jan 2003 23:48:00 GMT
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I don't know. As I know it there are no "vis" problems.

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sun, 19 Jan 2003 08:46:00 GMT
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You don't need to use vis on a level with that type of design, it wouldn't speed up the game at all.

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sun, 19 Jan 2003 11:08:00 GMT
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Thank god for that. I dont know what the hell im doing with vis anyhow

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sun, 19 Jan 2003 13:33:00 GMT
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Dude, can I host that on CNC Zone?

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Sun, 19 Jan 2003 13:44:00 GMT
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yep.

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sun, 19 Jan 2003 13:56:00 GMT

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Kewl, but CNC Den seems to be down. Any other way to get it to me?

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sun, 19 Jan 2003 14:00:00 GMT

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when its finished I will get it out to many sites! so no one worry!

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sun, 19 Jan 2003 14:02:00 GMT

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Ok, sounds good to me.

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sun, 19 Jan 2003 17:55:00 GMT

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quote:Originally posted by SomeRhino:You don't need to use vis on a level with that type of design, it wouldn't speed up the game at all.You can draw the interiors then without vis... they're cheap enough I guess... vis is very clunky anyway.

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sun, 19 Jan 2003 17:57:00 GMT

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quote:Originally posted by DoctorNerve: quote:Originally posted by SomeRhino:You don't need to use vis on a level with that type of design, it wouldn't speed up the game at all.You can draw the interiors then without vis... they're cheap enough I guess... vis is very clunky anyway.you can also vis out those tunnels below the ground too... I'd put vis in.

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sun, 19 Jan 2003 19:48:00 GMT

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I'd get a skinner somewhere. Make the Veitnam skins, and fun replacements. Make some bots too =). Sniping seems like it will be a big role in that map, make sure you jackup the damage points for realism . Great job.

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sun, 19 Jan 2003 20:37:00 GMT

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quote:Originally posted by DoctorNerve: quote:Originally posted by DoctorNerve: quote:Originally posted by SomeRhino:You don't need to use vis on a level with that type of design, it wouldn't speed up the game at all.You can draw the interiors then without vis... they're cheap enough I guess... vis is very clunky anyway.you can also vis out those tunnels below the ground too... I'd put vis in.Vising out anything less than 1000 polygons is useless IMO, much less the 50 polygons used in the tunnels.

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sun, 19 Jan 2003 23:02:00 GMT

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quote:Originally posted by SomeRhino: quote:Originally posted by DoctorNerve: quote:Originally posted by DoctorNerve: quote:Originally posted by SomeRhino:You don't need to use vis on a level with that type of design, it wouldn't speed up the game at all.You can draw the interiors then without vis... they're cheap enough I guess... vis is very clunky anyway.you can also vis out those tunnels below the ground too... I'd put vis in.Vising out anything less than 1000 polygons is useless IMO, much less the 50 polygons used in the tunnels.This is sorta off the vis discussion but hey...The ideal in renegade was to have 1500 polys on the screen at one time... this was back a few years ago... the actual number you need to look at with video cards nowadays is actual vert counts... check smoothing groups in max too... the more polygons share the same smoothing group across edges the better (one smoothing group on one object is ideal)... less uvw mapping is better too (the engine has to account for all the mapping id's and mapping coordinates)... if you can run the level fine without vis that's great... do it for sure. The engine can handle way more polys than a few thousand on a good machine... 2 gig with a solid geforce 4 and no problem... I tested a 400,000 poly level with LAN multiplay with 10 guys and it was moving great. If any of you guys need help sorting out modeling process drop me a line and I can give assistance...That's if you don't think I'm a knowitall.

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Mon, 20 Jan 2003 01:13:00 GMT

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Well, it was never going to be a high-poly map, was it?

Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Mon, 20 Jan 2003 12:42:00 GMT

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quote:Originally posted by DoctorNerve: quote:Originally posted by SomeRhino: quote:Originally posted by DoctorNerve: quote:Originally posted by DoctorNerve: quote:Originally posted by

SomeRhino:You don't need to use vis on a level with that type of design, it wouldn't speed up the game at all.You can draw the interiors then without vis... they're cheap enough I guess... vis is very clunky anyway.you can also vis out those tunnels below the ground too... I'd put vis in.Vising out anything less than 1000 polygons is useless IMO, much less the 50 polygons used in the tunnels.This is sorta off the vis discussion but hey...The ideal in renegade was to have 1500 polys on the screen at one time... this was back a few years ago... the actual number you need to look at with video cards nowadays is actual vert counts... check smoothing groups in max too... the more polygons share the same smoothing group across edges the better (one smoothing group on one object is ideal)... less uvw mapping is better too (the engine has to account for all the mapping id's and mapping coordinates)... if you can run the level fine without vis that's great... do it for sure. The engine can handle way more polys than a few thousand on a good machine... 2 gig with a solid geforce 4 and no problem... I tested a 400,000 poly level with LAN multiplay with 10 guys and it was moving great. If any of you guys need help sorting out modeling process drop me a line and I can give assistance...That's if you don't think I'm a knowitall. I knew that about the texture stuff, since looking at a base area (Due to the large amount of textures that the bases themselves use) for the first time will make my machine slow down for a bit to load everything proper and display it correctly.Since you're talking about vert counts, wouldn't it be a good idea to delete any and all isolated vertices on a mesh? [January 20, 2003, 00:46: Message edited by: aircraftkiller2001]

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Mon, 20 Jan 2003 12:52:00 GMT
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Yes. Isolated vertices are just a (small) drain on resources.

Subject: C&C_DM_Cambodia
Posted by [Anonymous](#) on Mon, 20 Jan 2003 12:54:00 GMT
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Hmm, thought so...Thankfully, I might not have to run visibility on that System Shock map for Renegade. I've optimized it so much that the polygon count is just 2,500...
