Subject: [map]C&C City2
Posted by DL60 on Wed, 09 Apr 2008 18:59:21 GMT
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After a long time I made a new AOW CCR-Map - very quick made because of the classic Westwood style. In addition I also have a lot other stuff to do but makin' maps for our good old CCR is an addiction for me and must be cooled from time to time...

C&C_City2 and C&C_City2_flying v1.1

http://deathlink.ut-ccr.de/maps/CCCity2v11.zip

Subject: Re: C&C City2
Posted by Lone0001 on Wed, 09 Apr 2008 20:11:07 GMT
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Looks fun   /me downloads

Subject: Re: C&C City2
Posted by mrÃ£Ã§Ä·z   on Wed, 09 Apr 2008 20:19:15 GMT
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FUCKING AWESOME MAP DUDE

Subject: Re: C&C City2
Posted by cnc95fan on Wed, 09 Apr 2008 21:02:30 GMT
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Cool. I hope this is the begining of a new era of re-mapping.

Subject: Re: C&C City2
Posted by mrÃ£Ã§Ä·z   on Wed, 09 Apr 2008 21:26:54 GMT
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isnt there a Way to make a Auto Download for Renegade like in Counter Strike? That would be Awesome, then you never have to search for a Map to play on the Server

Subject: Re: C&C City2

Posted by **_SSnipe_** on Wed, 09 Apr 2008 21:57:17 GMT
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more screenshots?

Subject: Re: C&C City2
Posted by **CarrierII** on Wed, 09 Apr 2008 22:40:45 GMT
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Madrockz wrote on Wed, 09 April 2008 22:26isnt there a Way to make a Auto Download for Renegade like in Counter Strike? That would be Awesome, then you never have to search for a Map to play on the Server

According to Yrr, he was considering this, but it would only work for clients using ressurection and servers using resurrection. not to mention that that would add to server bandwith usage, unless the server owners entered an agreement with say, game-maps.net where the server owners hand over a small donation in return for game-maps.net hosting the maps for their server, so the client can retrieve them from there.

Subject: Re: C&C City2
Posted by **Lone0001** on Thu, 10 Apr 2008 01:38:37 GMT
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Another way you could do it is to allow the server hosters to pick the download link so they could either set it as game-maps.net(or another reliable source) or their own website.

Subject: Re: C&C City2
Posted by **IronWarrior** on Thu, 10 Apr 2008 03:30:38 GMT
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Been a long time since I added a new Renegade Map to Game-Maps.NET

Testing.

Subject: Re: C&C City2
Posted by **Herr Surth** on Thu, 10 Apr 2008 13:34:45 GMT
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I think it would be interesting if the first crate would appear here:
http://img.xrmb2.net/images/523049.jpeg

Would give this thing a bit more sense, because right now this areas use is somewhat limited

---

Subject: Re: C&C City2
Posted by DL60 on Thu, 10 Apr 2008 14:45:35 GMT
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In this area is the random position for a create. This was the first place I thought of and then I placed additional random spawn positons in the main field.

Subject: Re: C&C City2
Posted by Herr Surth on Thu, 10 Apr 2008 14:50:37 GMT
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The spawns in the mainfield however are to near on one of the sides, creating an imbalance. I think the first few crates should always spawn in neutral places tbh.

Subject: Re: C&C City2
Posted by TD on Thu, 10 Apr 2008 15:11:00 GMT
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Looks nice, what's the city2small.zip file in the archive? It also contains both maps, making the download size bigger. Or is there a slight difference?

Subject: Re: C&C City2
Posted by Herr Surth on Thu, 10 Apr 2008 15:12:30 GMT
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TD IS DUTCH WTF

just wanted to spam some tbh.

Subject: Re: C&C City2
Posted by TD on Thu, 10 Apr 2008 15:18:25 GMT
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Surth wrote on Thu, 10 April 2008 17:12TD IS DUTCH WTF

just wanted to spam some tbh.
No, I am just on a proxy to fake it.

Subject: Re: C&C City2
Posted by Herr Surth on Thu, 10 Apr 2008 15:21:43 GMT
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in the field are all proxies

wanna train me some 1v1 field tbh?

Subject: Re: C&C City2
Posted by mrÃ£Ã§Ä·z on Thu, 10 Apr 2008 15:22:35 GMT
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lol niceone

Subject: Re: C&C City2
Posted by TD on Thu, 10 Apr 2008 15:24:20 GMT
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Surth wrote on Thu, 10 April 2008 17:21in the field are all proxies

wanna train me some 1v1 field tbh?
Yeah, we'll get some practices done, I am not in reneform anymore for 1v1 field.

ps. in the field are all

Subject: Re: C&C City2
Posted by mrÃ£Ã§Ä·z on Thu, 10 Apr 2008 15:28:25 GMT
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1 vs 1 is just boring as Hell, make a big LAN Party

Subject: Re: C&C City2
Posted by DL60 on Thu, 10 Apr 2008 15:45:34 GMT
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Quote:creating an imbalance

City has that one too. Every map has horrible imbalances ^^ but I think I avoided bigger ones than
that one. In Addition I don't know how to influence the first spawnpoint.

Quote:what's the city2small.zip file in the archive? It also contains both maps, making the download size bigger. Or is there a slight difference?

Oh that was a mistake. I corrected that. This was package without all the screesnhot and readme stuff around for some clanmates of mine with low-bandwidth connections.

Subject: Re: C&C City2
Posted by TD on Thu, 10 Apr 2008 15:46:17 GMT
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TD wrote on Thu, 10 April 2008 17:11Looks nice, what's the city2small.zip file in the archive?

Subject: Re: C&C City2
Posted by Herr Surth on Thu, 10 Apr 2008 15:48:36 GMT
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DeathLink6.0 wrote on Thu, 10 April 2008 10:45Quote:creating an imbalance

City has that one too. Every map has horrible imbalances ^^ but I think I avoided bigger ones than that one. In Addition I don't know how to influence the first spawnpoint
You cant justify imbalance by more imbalance lol. If its not possible, just make it spawn there every time

---

Subject: Re: C&C City2
Posted by DL60 on Thu, 10 Apr 2008 15:56:09 GMT
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Quote:You cant justify imbalance by more imbalance lol.

I know but I don't care. I will not change something at the map without having enough - in my eyes - important reasons for that.

It is still difficult to get CCR players playin custom-maps. Releasing version after version in a high frequency just for fixing some minor imbalances is not helpful in this case.

And really you can turn off crates for a war and wrong placed crate on a marathon-server isn't the end of the game there with 5235625354 players...

Subject: Re: C&C City2
Posted by IronWarrior on Fri, 18 Apr 2008 21:16:43 GMT
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Hiya, took me a week or two.

Added to Game-Maps.NET

Game-Maps.NET - Download

Oh I found a bug with a PT in the Airstrip on City V2, the PT is missing, didn't test the other buildings, but if one is missing, there could be a few more.

Subject: Re: C&C City2
Posted by DL60 on Wed, 23 Apr 2008 19:26:19 GMT
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C&C City v1.1

http://deathlink.ut-ccr.de/maps/CCCity2v11.zip

Changes in version 1.1:
-changed crate-spawner positions
-added on more possible weapon-spawner position
-added missing PT in airstrip
-made invisble anti-vehicle-walls at all tunnel-entrys

Delete all old mapversions or overwrite the old version with this new one!!!

Subject: Re: C&C City2
Posted by IronWarrior on Mon, 28 Apr 2008 17:35:20 GMT
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DeathLink6.0 wrote on Wed, 23 April 2008 14:26C&C City v1.1

http://deathlink.ut-ccr.de/maps/CCCity2v11.zip

Changes in version 1.1:
-changed crate-spawner positions
-added on more possible weapon-spawner position
-added missing PT in airstrip
-made invisble anti-vehicle-walls at all tunnel-entrys

Delete all old mapversions or overwrite the old version with this new one!!!

Cool, will update Game-Maps.NET soon.

Subject: Re: C&C City2
Posted by DL60 on Tue, 29 Apr 2008 15:31:09 GMT
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Please remove the old one!

Subject: Re: C&C City2
Posted by IronWarrior on Wed, 30 Apr 2008 14:23:49 GMT
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DeathLink6.0 wrote on Tue, 29 April 2008 10:31Please remove the old one!

Old map has been removed, file updated.

http://www.game-maps.net/index.php?action=file&id=1137