Subject: Renegade Universe =D
Posted by mrÃ£Ã§Ä·z on Mon, 28 Apr 2008 21:35:26 GMT
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I tryed to get to Universe ...

http://de.youtube.com/watch?v=odSGq7Lx7Go

Subject: Re: Renegade Universe =D
Posted by cnc95fan on Mon, 28 Apr 2008 21:46:02 GMT
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Cool.

Subject: Re: Renegade Universe =D
Posted by EA-DamageEverything on Tue, 29 Apr 2008 01:12:28 GMT
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HINT=

Take SkateparkV2 and Roleplay. They are by far the maps with the most height I've ever played.
Except one...

For Roleplay, fly over a deep valley and go up till the end. Exit, fall and measure the time till your
soldier dies when hitting the ground.

Even in SkateparkV2, it will take almost a full minute till ground contact.

But nothing beats Afghanistan! In Afghanistan, just start at the GDI Base and do the same. From
NOD to GDI with a VTOL will take about 10 (!) minutes, so you should fall about 5 at least.

Subject: Re: Renegade Universe =D
Posted by Ryu on Tue, 29 Apr 2008 08:35:35 GMT
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EA-DamageEverything wrote on Tue, 29 April 2008 02:12HINT=

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Except one...

For Roleplay, fly over a deep valley and go up till the end. Exit, fall and measure the time till your
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But nothing beats Afghanistan! In Afghanistan, just start at the GDI Base and do the same. From NOD to GDI with a VTOL will take about 10 (!) minutes, so you should fall about 5 at least.

Afghanistan is a great map, to bad it's a bitch straining my pc. D:

Subject: Re: Renegade Universe =D
Posted by EA-DamageEverything on Tue, 29 Apr 2008 12:49:17 GMT
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If you experience problems with any map, the first you should do is remove the scripts.dll inside the mix.

Use RenegadeEx or the XCC Mixer, open the map and remove any DLLs. many maps were built with old scripts because in the olden days, most of the players weren't using them at the moment of the release.

If a map doesn't have special functions like special pricing, extra vehicles or low Gravity like Mars etc, you can often remove the objects.ddb too.

A good example for a map which is messed up with crap would be C&C_Meadow.mix from GDIViperM. It weighs about 38MB uncompressed and can be set on a diet easily. Remove the DLLs, the unnecessary INIs, the obects etc and you will reach a slim size of about 28MB...