
Subject: Decent map makers out there?

Posted by [Goztow](#) on Tue, 21 Apr 2009 13:29:58 GMT

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With the TT auto downloader coming up sooner or later, we'll need decent maps to download .
The problem with the current LOAD of fanmaps is that there's only a very low % of really decent ones out there. With decent, I mean:

- * no obvious and/or game breaking bugs
- * not huge, so playable with 2v2 but also with 10v10. No running 2 minutes just to get to the other end of my base, please
- * quite open, meaning different ways to get into the base, with tanks and infantry; not limited to camping only, even in bigger games
- * balanced, meaning both sides can +/- camp same amount of buildings and both sides have a chance to use their specifics to good use
- * can be inspired of but shouldn't be a remake of a standard map (we'll play the standard map if we want this)
- * quite detailed and if possible with some useful new vehicles or buildings (reckon bike, for example).

BunkersTS and GlacierTS are good examples of nice maps, in my opinion .

So, is anyone planning to put some decent work into some new maps?

Subject: Re: Decent map makers out there?

Posted by [mrÃ£Ã§Ã·z](#) on Tue, 21 Apr 2009 13:40:00 GMT

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When they need to be ready? maybe i take a look (maybe no heightfield map) would you accept HQ maps (like hourglass 2)?

Subject: Re: Decent map makers out there?

Posted by [Reaver11](#) on Tue, 21 Apr 2009 14:16:10 GMT

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I could finish of some old projects I have laying around ->

Would you guys be interested in something like this?

Subject: Re: Decent map makers out there?

Posted by [JsxKeule](#) on Tue, 21 Apr 2009 14:20:11 GMT

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that looks funny

Subject: Re: Decent map makers out there?
Posted by [ErroR](#) on Tue, 21 Apr 2009 14:35:50 GMT
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interesting

Subject: Re: Decent map makers out there?
Posted by [LR01](#) on Tue, 21 Apr 2009 14:45:19 GMT
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Even if one can make decent maps, one needs time to make them.

ow and Reaver, if you want to I could make some things you could use for that map (like rocks ore bunkers, to less work you have the more likely you finish it)

Subject: Re: Decent map makers out there?
Posted by [Di3HardNL](#) on Tue, 21 Apr 2009 14:47:54 GMT
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Thats funny, earlier today I was thinking to make a map for Renegade.

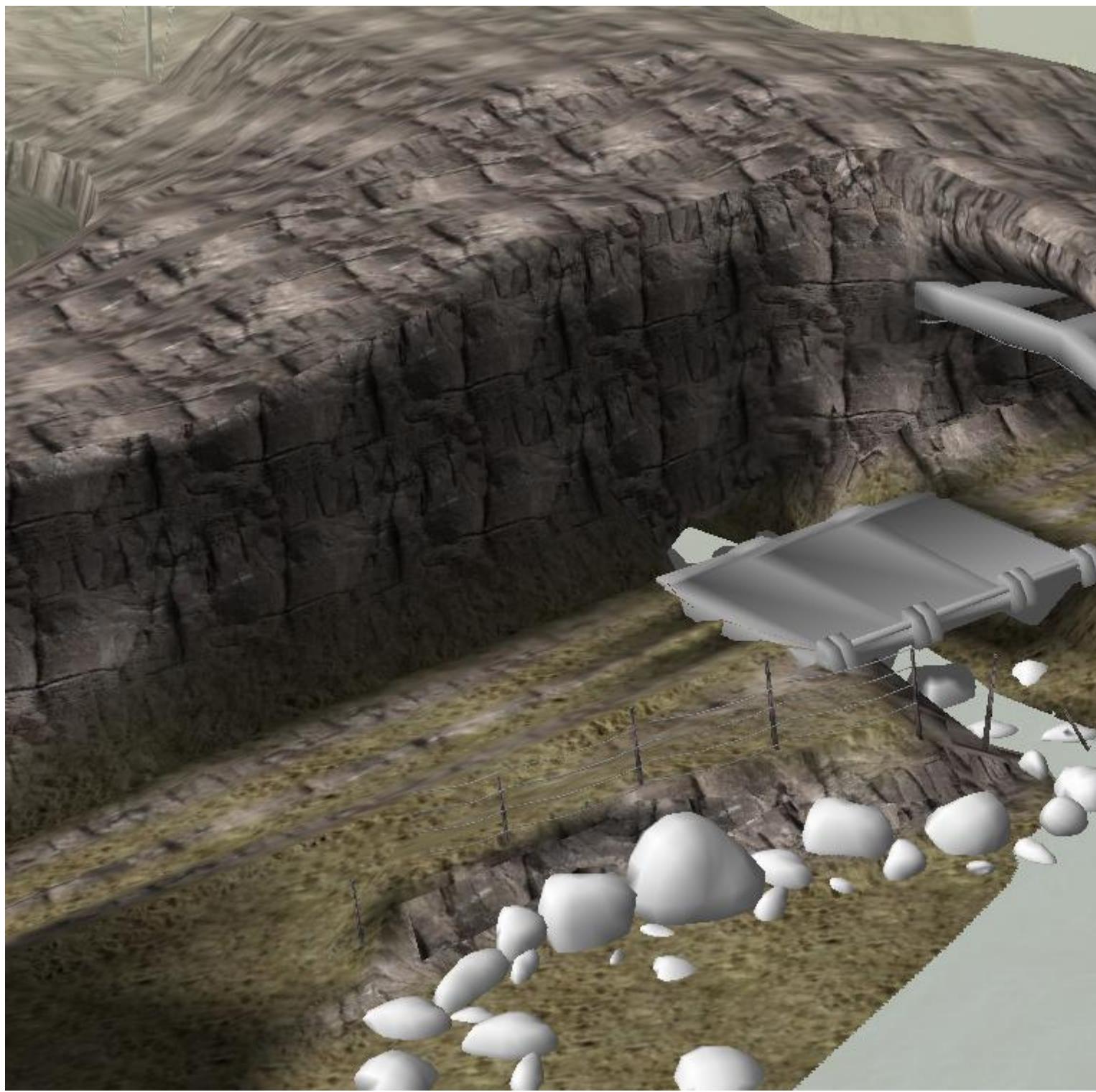
Not for AOW, but a real sniper map. I was thinking of some Metro hallway. I am open for ideas by the way

Subject: Re: Decent map makers out there?
Posted by [Stefan](#) on Tue, 21 Apr 2009 15:06:51 GMT
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I have a reborn fan-map i'm working on which i could convert to renegade quite easily... i can add lightmaps, VIS and other jazz to it aswell.
it's by no means done yet, but i hope you like it anyway Opinions?

File Attachments

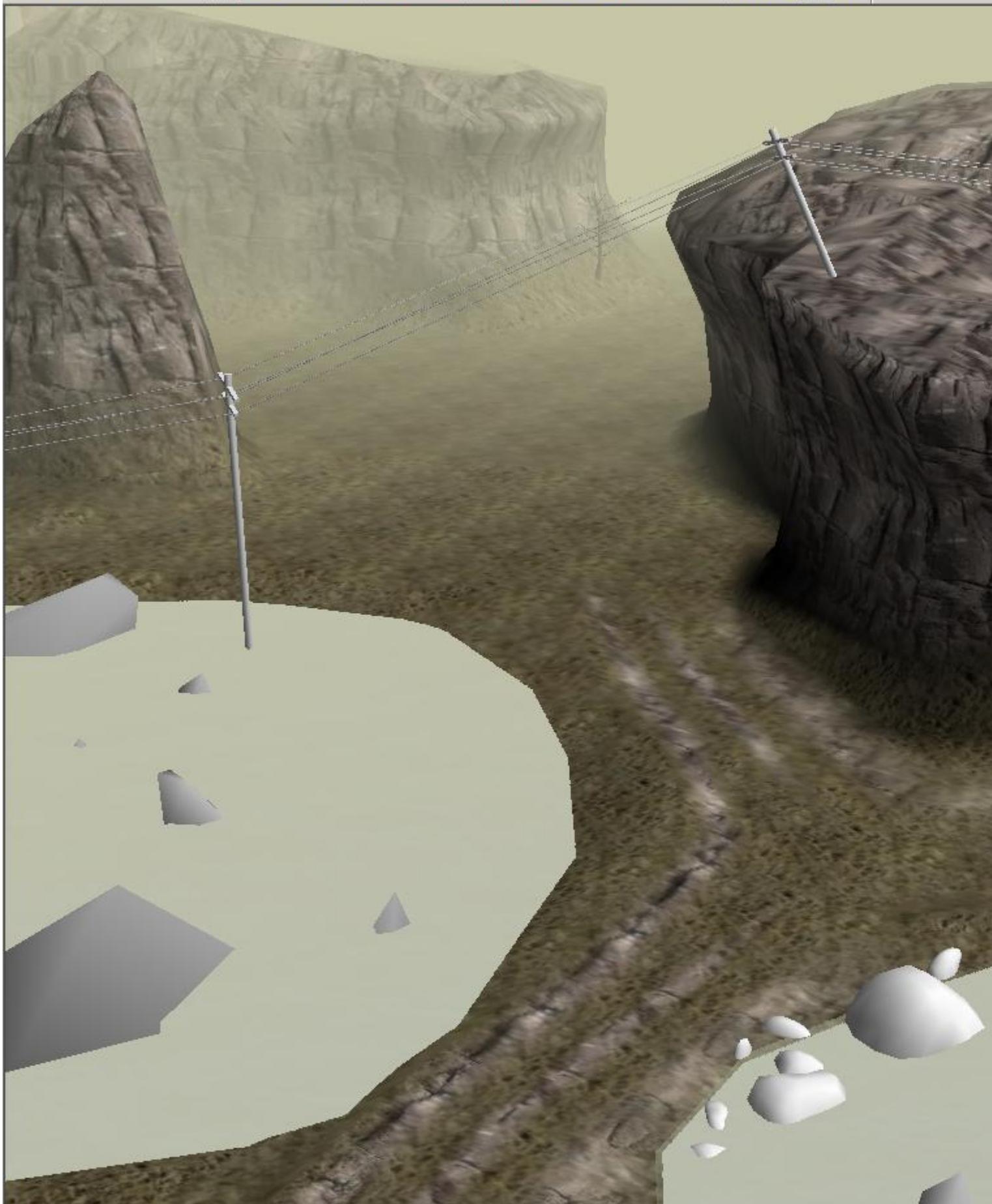
1) [naamloos.JPG](#), downloaded 942 times



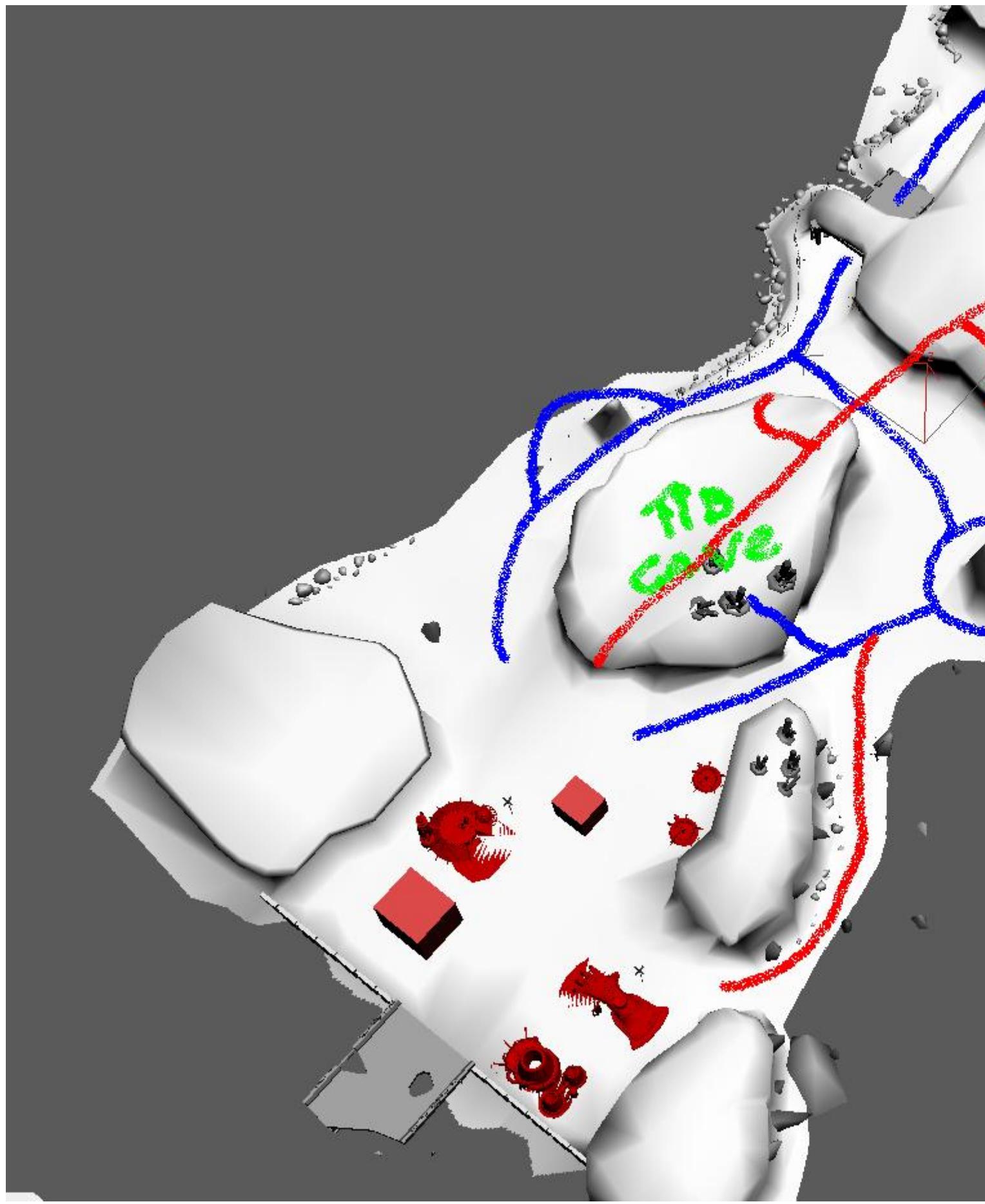
2) [naamloos2.JPG](#), downloaded 429 times

TS_Isles - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



3) [tst01.JPG](#), downloaded 957 times



Subject: Re: Decent map makers out there?

Posted by [ErroR](#) on Tue, 21 Apr 2009 15:12:40 GMT

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looks, um.. interesting do it

Subject: Re: Decent map makers out there?

Posted by [Reaver11](#) on Tue, 21 Apr 2009 15:41:43 GMT

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LR01 wrote on Tue, 21 April 2009 09:45Even if one can make decent maps, one needs time to make them.

ow and Reaver, if you want to I could make some things you could use for that map (like rocks ore bunkers, to less work you have the more likely you finish it)

I would really appreciate that!

Nice map Stefan as always

I also have a lot of unfinished stuff that I wanted to finish sometime only my time is limited if anyone wants to help me to finish them and release it just say so. Then everyone could use these models instead of them keep cluttering up my pc (These contain guns, buildings vehicles, everything is normally skinned except the guns and the ssm has proper tracks, only renx wouldnt load my textures)

Subject: Re: Decent map makers out there?

Posted by [mrÃ£Ã§Ã·z](#) on Tue, 21 Apr 2009 15:51:00 GMT

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How many new Maps will the Patch accept? how many you guys want?

Very nice Map Stefan, it looks amazing! that map fits the Graphic style of APB.

Subject: Re: Decent map makers out there?

Posted by [LR01](#) on Tue, 21 Apr 2009 17:34:17 GMT

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@ stefan, have people tested it? (looks like I can camp whore on it)

@Reaver, well, if you can tell what it is (hard to see, mostly because there are no shadows) I wouldn't mind giving it a shot.

Subject: Re: Decent map makers out there?

Posted by [Canadacdn](#) on Tue, 21 Apr 2009 17:47:12 GMT

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The new version of RP2 will be out soon, it'll be a must-have. Really.

Subject: Re: Decent map makers out there?

Posted by [Stefan](#) on Tue, 21 Apr 2009 17:47:36 GMT

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LR01 wrote on Tue, 21 April 2009 12:34@ stefan, have people tested it? (looks like I can camp whore on it)

Not yet... I'll upload a testmap once things are a bit more complete And yeah, only 2 entrances might create some campage problems, but i'll try to prevent that.

Subject: Re: Decent map makers out there?

Posted by [mrÃ£Ã§Ã¤-z](#) on Tue, 21 Apr 2009 17:48:32 GMT

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Canadacdn wrote on Tue, 21 April 2009 12:47The new version of RP2 will be out soon, it'll be a must-have. Really.

More info's please

Subject: Re: Decent map makers out there?

Posted by [JeepRubi](#) on Tue, 21 Apr 2009 19:30:22 GMT

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Most of the good mappers are gone, so good luck getting good maps. If there are anymore decent mappers around, they're not mapping for ren anymore (like me).

Subject: Re: Decent map makers out there?

Posted by [LR01](#) on Tue, 21 Apr 2009 20:12:54 GMT

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Stefan wrote on Tue, 21 April 2009 19:47LR01 wrote on Tue, 21 April 2009 12:34@ stefan, have people tested it? (looks like I can camp whore on it)

Not yet... I'll upload a testmap once things are a bit more complete And yeah, only 2 entrances

might create some campage problems, but i'll try to prevent that.

don't wait to long whit that, as you might want to adjust things you now can easily adjust, however in a further stage are way harder to do. (get it what I mean?)

but the map looks really good, might just be what we are looking for.

Subject: Re: Decent map makers out there?

Posted by [dr3w2](#) on Tue, 21 Apr 2009 20:47:18 GMT

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afganistan as a mix and not a pkg please lol.. 15 minutes to get to the other base!

Subject: Re: Decent map makers out there?

Posted by [YazooGang](#) on Tue, 21 Apr 2009 21:18:55 GMT

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If i have time.

Subject: Re: Decent map makers out there?

Posted by [Brandon](#) on Tue, 21 Apr 2009 21:50:39 GMT

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I have compiled a Map Pack of some of the best current Renegade maps I have found. I looked through all of Uber Map Pack. I judged mainly based on good texturing, good 3d modeling, balancing, and extra features.

One of my admins (Lone0001) was kind enough to give us a list of the maps in this map pack.

C&C_Bio

C&C_BunkersTS

C&C_Cairo

C&C_Carnage-Club_Xtreme

C&C_Conquest_Island

C&C_Conquest_Winter

C&C_Country_Meadow

C&C_Creekdale

C&C_Creekdale_flying

C&C_DM_Yodeller

C&C_DMCenterTS

C&C_Duel_Arena

C&C_EVA_Relaunch

C&C_FieldTS

C&C_Glacier
C&C_Glacier_Flying
C&C_GlacierTS
C&C_Gobi
C&C_Golf_Course
C&C_Hangmans_Canyon
C&C_Haunted2
C&C_High_Noon_2.1
C&C_Hybrid_Forest
C&C_Islands_KOTH
C&C_Land
C&C_Last_Stand
C&C_Lightwave2
C&C_Lunar_Landing
C&C_Mars
C&C_Marsh_BETA2
C&C_Metropolis
C&C_MetroTS
C&C_Mineshaft
C&C_MinesTS
C&C_MutationRedux
C&C_Oasis_Flying
C&C_Ravine
C&C_River_Canyon
C&C_River_RaidTS
C&C_Ruins0X
C&C_Sand
C&C_SeasideCanyon
C&C_SeasideSunset
C&C_Siege
C&C_Silent_Dawn
C&C_Snow
C&C_SNP_Cryo
C&C_Terrace
C&C_Tomb
C&C_Tropics
C&C_Uphill
C&C_Woodland

(Note: some of these maps are CP1/CP2 maps for those who didn't already have them.)

Download (181.3MB):

http://ww-gaming.com/index.php?automodule=downloads&req=idx&cmd=viewdata il&f_id=42

I think that R315r4z0r and I may have some maps yet in store for the Renegade community.

Subject: Re: Decent map makers out there?

Posted by [Naamloos](#) on Tue, 21 Apr 2009 21:59:34 GMT

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madrackz wrote on Tue, 21 April 2009 17:51Very nice Map Stefan, it looks amazing! that map fits the Graphic style of APB.

You probably mean Reborn. APB doesn't use that style for cliffs and neither that "advanced" bridge and support design.

Anyway you might want to include Fabian's Hourglass Flying to that list. The polycount is APB 2.0.0 range so many Renegaders probably can't handle it, but it's really what I would consider one of the better Ren maps out there.

Subject: Re: Decent map makers out there?

Posted by [Brandon](#) on Tue, 21 Apr 2009 22:21:05 GMT

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Isn't Hourglass_Flying still considered a beta though?

Subject: Re: Decent map makers out there?

Posted by [R315r4z0r](#) on Wed, 22 Apr 2009 00:18:16 GMT

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Stefan wrote on Tue, 21 April 2009 11:06I have a reborn fan-map i'm working on which i could convert to renegade quite easily... i can add lightmaps, VIS and other jazz to it aswell.
IT IS U!!!

Anyway, on-topic:

Balance shouldn't be considered by determining how many buildings the other team can camp and if they are the same or not. Different teams should be able to do different things, that aren't identical, but at the same time are still balanced.

It keeps the gameplay fresh, non-repetitive, unpredictable, and non-symmetrical.

What I mean is, just because Nod has the ability to arty camp the GDI base and have a clear shot at their refinery, shouldn't mean GDI has to have the same ability on Nod's base. Think about it this way:

GDI's units are power-units with lots of armor. They are designed for steamrolling. Nod's units are hit and run or strike from a distance. The best way to balance them, just judging by the units, is give Nod the ability to attack one or 2 of GDI's structures freely, but not allow GDI to do the same to Nod's base. Instead, GDI would have a shorter run from the entrance to the first building.

How that balances out:

If Nod is attacking GDI's structures, GDI has a fighting chance because their units are made for steamrolling. So they can charge into the fray and hope to dislodge the Nod offensive. You see, if GDI had the ability to camp structures like Nod could, Nod would have a much harder time

pushing them back. That's why it is important to force GDI to have to reviel their units to any base defenses to balance out, unless the map is balanced in a way to let them (Like Under, City, ect. Remember I'm just going off the vehicle stats). That's why I suggested give GDI less running room to the first open Nod structure

Doing it like that is what I call asymmetrical balance.

Also, BunkersTS is an example of a BADLY balanced map.

Subject: Re: Decent map makers out there?

Posted by [Goztow](#) on Wed, 22 Apr 2009 06:59:04 GMT

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Balance will always be a matter of opinion. I agree that asymmetrical balance is important. An example of unbalance is when there's a huge entrance that can't ever possibly be covered by GDI against stealth technology.

I don't know which arguments (if any) you have against the balance on BunkersTS. It would be nice if you could expand a bit on your thought. We've played it often, with 3v3 up to 8v8 and each time the games seemed pretty balanced. This was in private games, in (more or less?) organized teams.

Subject: Re: Decent map makers out there?

Posted by [ErroR](#) on Wed, 22 Apr 2009 09:22:34 GMT

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if it has ability to go both inf and vech threw back doors, like mesa it's awesome.

Subject: Re: Decent map makers out there?

Posted by [Di3HardNL](#) on Wed, 22 Apr 2009 10:05:19 GMT

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I have been thinking what kind of map I want to make.

I am going to model a cool castle interior for snipe servers

Subject: Re: Decent map makers out there?

Posted by [futura83](#) on Wed, 22 Apr 2009 15:38:28 GMT

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I reckon we might need a new standard for naming maps.

Obviously it needs the C&C_ in front of it, but it should have a suffix of what type it is.

For example, the above poster might call his map Castle, and it's a sniper map so he should call it C&C_Castle_SNIPER.mix

What do we think?

Subject: Re: Decent map makers out there?

Posted by [DarkKnight](#) on Wed, 22 Apr 2009 15:40:58 GMT

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well if you all make any new maps please let me know. If their good I'll see about getting them added to our rotation at renbattle. We do a mix of death match and AOW maps

Fabian who did hourglass flying i think is working on another default map

Brandon we do have this map in our rotation. It lags for some, but i can play it just fine.

Subject: Re: Decent map makers out there?

Posted by [zunnie](#) on Sat, 25 Jun 2011 16:06:04 GMT

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So, two years later, how are these maps coming along?

Subject: Re: Decent map makers out there?

Posted by [Aircraftkiller](#) on Sat, 25 Jun 2011 16:47:28 GMT

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I have no idea, but I'd like to get Fjord included in any release that's coming up.

Subject: Re: Decent map makers out there?

Posted by [Generalcamo](#) on Sun, 03 Jul 2011 03:21:47 GMT

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I'll probably convert my last barricade map (not final name) To ren once I get it done for APB.

Subject: Re: Decent map makers out there?
Posted by [Taz](#) on Sun, 03 Jul 2011 17:25:27 GMT
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Generalcamo wrote on Sat, 02 July 2011 20:21 I'll probably convert my last barricade map (not final name) To ren once I get it done for APB.

Is it really that hard to read the thread title?

"Decent map makers out there?"

Subject: Re: Decent map makers out there?
Posted by [Generalcamo](#) on Sun, 03 Jul 2011 22:19:55 GMT
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That coming from someone who broke Reborn RC2 by using the WRONG LEVEL EDITOR.

Subject: Re: Decent map makers out there?
Posted by [Taz](#) on Sun, 03 Jul 2011 22:55:24 GMT
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Too bad no one's left to fix it after i left aye?
Reborn's is dead anyway.

Subject: Re: Decent map makers out there?
Posted by [Generalcamo](#) on Tue, 05 Jul 2011 00:55:50 GMT
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You didn't do much, saber had a backup, we had a feeling you were going to do something like that.

Subject: Re: Decent map makers out there?
Posted by [iRANian](#) on Tue, 05 Jul 2011 01:05:39 GMT
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shits getting beefy in here

Subject: Re: Decent map makers out there?

Posted by [Gen_Blacky](#) on Tue, 05 Jul 2011 15:26:12 GMT

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I have the popcorn.

Subject: Re: Decent map makers out there?

Posted by [Taz](#) on Wed, 06 Jul 2011 20:47:42 GMT

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Generalcamo wrote on Mon, 04 July 2011 17:55 You didn't do much, saber had a backup, we had a feeling you were going to do something like that.

Yet you're not feeling that 10 foot pole up your arse named Team Reborn? Gee.

It was quite a lot of fun tho. But nothing lasts forever. And reborn ain't getting released. Atleast, not this century.
