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Subject: New map idea

Posted by [Generalcamo](#) on Sat, 11 Dec 2010 18:12:20 GMT

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Following the failure of my Hourglass flying Hacking (I still need to know how to use the scripts), I decided to make an ENTIRELY NEW map.

Cnc\_AS\_Infiltration

This is assault map where the objective is to destroy the GDI ADV comm center before the Ion Cannon locks on to the Nod base. Both sides get flying units and new units to help out. current enhancements planned

new units:

Nod

Recon Bike

SSM launcher

Removed Sakura (This map is to be won fair and square)

GDI:

TOW Humvee (to combat the new recon bike)

Removed Havoc

Enhancements:

Rocket launchers have anti air secondary fire

Aircraft no longer vulnerable to everything, damage from SAM sites and secondary fire from rocket launcher can still cut through them though

Added new models to many units

Pistol is no longer silenced, with the exception of the stealth black hand

Helicopters will come in from the side of the map, Helicopter and WF build menus seperated (Maybe not, I think this is what is crashing hourglass flying on load)

Plot:

With Kane defeated and not returning for a while, nod is being driven into extinction by GDI. Only one base has managed to elude GDI so far. The powerful defences mean that A-10s cannot kill nods base. General Shepperd ordered the GDI commander to deploy an ion cannon to the area, as they can not risk anymore pilots. The commander has ordered you to protect the ADV comm center at all costs. If nod destroys it, we are screwed.

Discuss, I have everything in this list, all I need to do is make it fit in the map.

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Subject: Re: New map idea

Posted by [Tupolev TU-95 Bear](#) on Sat, 11 Dec 2010 19:50:27 GMT

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Sounds awesome.

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Subject: Re: New map idea

Posted by [YazooGang](#) on Sat, 11 Dec 2010 23:40:54 GMT

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I have a good map idea too, but it would be a waste of time to make it since few people play renegade these days. If TT brings a lot of players back, that would be great.

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Subject: Re: New map idea

Posted by [ArtyWh0re](#) on Sun, 12 Dec 2010 00:22:15 GMT

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YazooGang wrote on Sat, 11 December 2010 17:40 I have a good map idea too, but it would be a waste of time to make it since few people play renegade these days. If TT brings a lot of players back, that would be great.

As much as i don't want to agree, it is true. But Maybe making maps for Renegade X is a new fasion.

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Subject: Re: New map idea

Posted by [Generalcamo](#) on Sun, 12 Dec 2010 04:15:11 GMT

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Looks like I am going to need help with this.

Does anyone have experiance editing characters? I need some custom models for my units, in addition, I need someone to edit my custom models so that the new characters can be stuck to them and have visible characters in my transparent orca/apache cockpit, and open air recon bike.

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Subject: Re: New map idea

Posted by [Generalcamo](#) on Sun, 12 Dec 2010 16:03:49 GMT

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First glimpses at the map posted,

[http://www.zunnie.net/apb/Generalcamo/Renegade/Cnc\\_AS\\_Infiltration/](http://www.zunnie.net/apb/Generalcamo/Renegade/Cnc_AS_Infiltration/)

Come to this site from now on to see any updates I might have posted, as well as my map

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projects for A Path Beyond (BTW, this map is based on one of the maps in said game, AS\_Seamist).

Text updates will still be here, picture updates, maybe

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Subject: Re: New map idea

Posted by [renalpha](#) on Sun, 12 Dec 2010 17:59:37 GMT

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i will virtually slap you.

this is not actually a wip dude, you just added 2 planes.

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Subject: Re: New map idea

Posted by [Tupolev TU-95 Bear](#) on Sun, 12 Dec 2010 18:38:48 GMT

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Generalcamo wrote on Sun, 12 December 2010 16:03First glimpses at the map posted, [http://www.zunnie.net/apb/Generalcamo/Renegade/Cnc\\_AS\\_Infiltration/](http://www.zunnie.net/apb/Generalcamo/Renegade/Cnc_AS_Infiltration/)

Come to this site from now on to see any updates I might have posted, as well as my map projects for A Path Beyond (BTW, this map is based on one of the maps in said game, AS\_Seamist).

Text updates will still be here, picture updates, maybe

Base set is good. But i would add a few scenery and/or debris if the map is intended to be a wartorn map.

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Subject: Re: New map idea

Posted by [YazooGang](#) on Sun, 12 Dec 2010 22:41:06 GMT

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ArtyWh0re wrote on Sat, 11 December 2010 18:22YazooGang wrote on Sat, 11 December 2010 17:40I have a good map idea too, but it would be a waste of time to make it since few people play renegade these days. If TT brings a lot of players back, that would be great.

As much as i don't want to agree, it is true. But Maybe making maps for Renegade X is a new fasion.

I would love to make maps and mini mods for RenX when it releases for UDK. But im afraid if it will also have 0 players playing like it does right now ( based from their forums)

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Subject: Re: New map idea

Posted by [Generalcamo](#) on Mon, 13 Dec 2010 21:20:56 GMT

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Terrain is temporary, I figured out how to do more stuff with RenX. The Base positions will still be right there, but I will add more detail.

EDIT: How do I make cinematics similar to what we see between single player missions? I would like these to play in the beginning, and one or the other at the end.

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Subject: Re: New map idea

Posted by [Generalcamo](#) on Fri, 17 Dec 2010 01:46:15 GMT

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Well, I have decided to remake the map from scratch. The field will be bigger, and there will be more defences. Expect Pics soon.

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