
Subject: C&C_Dunes_Naval_Flying soon
Posted by [rrutk](#) on Wed, 12 Oct 2011 13:31:04 GMT
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C&C_Dunes will come soon - Naval and Flying

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Edit: The texturing was raw draw.

Released here:

<http://www.renegadeforums.com/index.php?t=msg&goto=459547&rid=22815>

Subject: Re: C&C_TheTwoTowers soon - Naval and Flying
Posted by [iRANian](#) on Wed, 12 Oct 2011 13:39:26 GMT
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Looks like a barren wasteland.

Subject: Re: C&C_TheTwoTowers soon - Naval and Flying
Posted by [rrutk](#) on Wed, 12 Oct 2011 15:00:46 GMT
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that's intended:

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But yes, still rough around the edges.

Subject: Re: C&C_TheTwoTowers soon - Naval and Flying
Posted by [Gohax](#) on Wed, 12 Oct 2011 15:03:08 GMT
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iRANian wrote on Wed, 12 October 2011 06:39 Looks like a barren wasteland.

This. I think adding more bushes/brush would still keep that wasteland feel you're going for, but make it less empty.

Adding naval units to the game, might prove interesting.

Subject: Re: C&C_TheTwoTowers soon - Naval and Flying

Posted by [jonwil](#) on Wed, 12 Oct 2011 18:38:23 GMT

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Good luck getting it to work in a .mix OR a .pkg. MDB_ExpVehFac_xxx scripting requires stuff in tt.ini and tt.ini is a global file and is loaded only once at startup.

Subject: Re: C&C_TheTwoTowers soon - Naval and Flying

Posted by [rrutk](#) on Wed, 12 Oct 2011 19:57:32 GMT

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jonwil wrote on Wed, 12 October 2011 11:38 Good luck getting it to work in a .mix OR a .pkg. MDB_ExpVehFac_xxx scripting requires stuff in tt.ini and tt.ini is a global file and is loaded only once at startup.

The MDB_ExpVehFac_Naval-Factory Script works without changes (!!) and the naval presets are purchased, but with the naval script attached to shipyard Renegade crashes if one buys a VTOL unit.

So, either naval OR flying.

And I didn't check if the Naval units would have been greyed out.

But this shows, that a naval logic would be scriptable without changes in the hud.ini...

ATM I made purchase points for the naval stuff, because I want to be the map flying and naval.

Would it be possible to modify the script to have only the naval stuff, but no changes for flying units?

I guess, the map will be ready within a week for testing...

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Subject: Re: C&C_TheTwoTowers soon - Naval and Flying

Posted by [Blazea58](#) on Wed, 12 Oct 2011 20:20:42 GMT

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Could you upload an overhead shot of the map? I always like to see the whole map before i start assuming things. And is it just me or is that the exact same dock as used in single player? Would it hurt to actually create your own? lol

Subject: Re: C&C_TheTwoTowers soon - Naval and Flying
Posted by [GEORGE ZIMMER](#) on Wed, 12 Oct 2011 22:42:33 GMT
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THAT LOOKS LIKE SHIT AND YOU SHOULD FEEL BAD FOR MAKING IT
NO ONE WILL WANT TO PLAY IT
I GUARANTEE IT

Subject: Re: C&C_TheTwoTowers soon - Naval and Flying
Posted by [Intradox](#) on Thu, 13 Oct 2011 00:47:25 GMT
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GEORGE ZIMMER wrote on Wed, 12 October 2011 15:42: THAT LOOKS LIKE SHIT AND YOU SHOULD FEEL BAD FOR MAKING IT
NO ONE WILL WANT TO PLAY IT
I GUARANTEE IT

AH CAPITALS.

Excuse me for my trolling.

Subject: Re: C&C_TheTwoTowers soon - Naval and Flying
Posted by [rnutk](#) on Thu, 13 Oct 2011 08:44:21 GMT
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Blazea58 wrote on Wed, 12 October 2011 13:20: Could you upload an overhead shot of the map? I always like to see the whole map before i start assuming things. And is it just me or is that the exact same dock as used in single player? Would it hurt to actually create your own? lol

Why should I create something own, if I can use original westwood stuff for having it genuine...

Subject: Re: C&C_TheTwoTowers soon - Naval and Flying
Posted by [Sean](#) on Thu, 13 Oct 2011 12:00:20 GMT
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rnutk wrote on Thu, 13 October 2011 01:44: Blazea58 wrote on Wed, 12 October 2011 13:20: Could you upload an overhead shot of the map? I always like to see the whole map before i start assuming things. And is it just me or is that the exact same dock as used in single player? Would it hurt to actually create your own? lol

Why should I create something own, if I can use original westwood stuff for having it genuine...

The same reason why people create there own maps, it adds something new to the game.

Subject: Re: C&C_TheTwoTowers soon - Naval and Flying

Posted by [rrutk](#) on Thu, 13 Oct 2011 18:03:49 GMT

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Naval stuff working...

Nod Sub Diving:

Nod Sub and Gunboat:

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Sub Attack:

Uploaded with ImageShack.us

SSM Launcher:

Uploaded with ImageShack.us

SSM Fire:

Uploaded with ImageShack.us

Design (Zoomed, Sea is large):

Uploaded with ImageShack.us

I won't do any RenX work anymore. I will release a (the first?) working Renegade-Naval&Flying-mix-Map, which isn't as bad from the ground perspective as it seems from above.

If any graphic artist is willing to improve the texturizing, ask for the gmax-file.

Some minor bugs will be needed to fixed with some help.

Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [Blazea58](#) on Thu, 13 Oct 2011 20:27:41 GMT
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I don't really like the layout of this map, you have a massive amount of area that will never even be used, at the top and bottom. Considering that you don't plan on doing anymore Renx work, i guess it wont change much if at all.

I really like the concept of it, a map with naval units, but the close distance between the bases will cause people to use tanks and infantry more then anything, and it might actually be problematic if people do decide to use naval units, because of the shear distance you need to go to get to the other base.

I think it would be better if you cut off either the top or bottom which would...

- 1: make it less symmetrical
- 2: Give naval units a bigger advantage
- 3: shorten the distance between the bases

All in all nice concept, but the map needs simple improvements on the terrain.

Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [rrutk](#) on Thu, 13 Oct 2011 22:46:49 GMT
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not sure if the terrain around will never be used:

the walls are really large, protected with a lot of samsites and a lot of covered sniperspots.

the entry is very tide and easy to protect.

so may be there will be firefight in the middle, but you need to sneak around with tanks/stanks and try to attack the base from the behind.

especially the gdi base has guard towers (not advanced ones) and antitank barriers there, so this will also be not as easy as it seems to be.

the naval units are thought only to be support, otherwise it would be a to big impact on standard renegade gameplay.

PS. for the naval logic I used the old RA_Naval scripts now.

Works fine.

The only thing is, that's a little bit tricky to get in and out in/off naval vehicles. and sub's (only subs, not hovercrafts nor gunboats) could get stuck if to close to the beach...

Blazea58 wrote on Thu, 13 October 2011 13:27

All in all nice concept, but the map needs simple improvements on the terrain.

that's true. unfortunately i'm not as good in RenX then some others.

Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [crazfulla](#) on Fri, 14 Oct 2011 12:13:44 GMT
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Another shit map. Don't you people get sick of posting stuff like this? We do.

Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [rrutk](#) on Fri, 14 Oct 2011 12:38:40 GMT
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crazfulla wrote on Fri, 14 October 2011 05:13Another shit map. Don't you people get sick of posting stuff like this? We do.

Don't the other people get sick of posting claptrap stuff like every "content" of your postings? I do.

People like you are a pain in the ass. Not able to do anything constructive for Ren themselves, getting motivation from their own one-liner-posting count full of shit.

Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [crazfulla](#) on Fri, 14 Oct 2011 13:04:47 GMT
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rrutk wrote on Fri, 14 October 2011 05:38crazfulla wrote on Fri, 14 October 2011 05:13Another shit map. Don't you people get sick of posting stuff like this? We do.

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posting a thread about every idea you have for a map makes you full of shit actually. Also some of us have lives to attend to, and can't spend our every waking hour on these forums like you obviously do. I mean, it only takes you minutes to reply, every time I post, day or night.

Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [iRANian](#) on Fri, 14 Oct 2011 14:35:00 GMT
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here's my concept: Toggle Spoiler

White = impassible terrain, basically rocks, hills and/or water
Blue = water
Yellow = Minor base defence (you could also do AGT/OB)
Orange = bridge or Islands-style water passthrough
Purple = Bushes, trees, foilage etc
Pink = Neutral, indestructible Repair Pads
Green = Tiberium stuff
Red = Buildings that I suggest removing
Black = Parts in the defensive wall that you should be able to pass through

The map is really big, has too many buildings and the terrain & texture work is really poor. Considering you want to have a barren wasteland kind of feel you should take a look at RA_Pipeline from APB Gamma, the map has some simplistic, but nice looking textures and the hilly terrain is excellent.

If you want to go with minor base defences, you should increase their health by 100-200% and double their strength, considering the stock defenses are laughably weak. The neutral Mutant Lab is rather useless and the gameplay would be enhanced by removing it and adding two neutral Repair Pads that repair around 20HP per second.

You should consider dropping the Power Plant if you're going to add lots of buildings. You should do harvesters driving to their base's closest Tiberium field, to give tanks in the field something to shoot at. You could also replace the Tiberium Refinery with an easy-to-destroy Tiberium Silo somewhere in the front of the base, if you do that you should add an automatic credit tick of 1 credits/per second that isn't controlled by any buildings getting destroyed. So players will have 1 automatic plus 1 Silo credit tick per second.

You need to reconsider removing the gigantic Construction Yard on the map, especially a naval version doesn't need this. For the naval version you need to bring the ship yards for both teams closer to their base. Consider RA_ShallowGrave, even with the Allies naval yard close to their base, the Allies always had issues defending the structure because it's at the edge of the base and had a longer walk distance than the other buildings. Maybe it's a good idea to make the building indestructible?

For the flying version of the map you might want to re-do the health and cost of the helis. I recommend making the Orca and Apache cost 1200 and reducing the damage they do by around 33%. You should also lower their HP to 250 and changing their skin type so it doesn't take so much damage from jets and sniper rifles. Considering you have neutral Repair Pads in the middle, PICs/LCGs/Raveshaws can be combined with tanks and hold of helis decently.

What are you plans for the purchasable units on the map? I got some ideas like doubling the ammo count on most units and making jets do around 150 damage, but I'd love to hear your plans first.

Anyway, if you want to work off my suggestions, you should do it in the following order:

1. Add the water to the areas outlined.
2. Remove the buildings I marked with red from a team's base.
3. Add the impassible areas outlined with white for that team (probably by adding hills).
4. Post some screenshots of the work in progress impassable area, and show of your new building layout for the base you are working on.
5. Add the extra scenery (bushes and stuff) marked with purple at the beginning of the impassable area inside the base.
6. Repeat 2-5 for the other team.
7. Remove the Mutant Lab and add the neutral Repair Pads in the middle.
8. Add the rivers in the middle.
9. Post some screenshots of what you have and ask for feedback.
10. Add the bridges or w.e. that I marked with orange.
11. Start working on hilly terrain for the middle.
12. Post WIP shots, remember that the middle of the field is the most important part of the map, with the base layout being second.
13. Finish the impassable areas in the corners of the field, be sure to add extra bushes.
14. Release a beta so people can judge how well the map plays out. At this stage it mostly means taking a look at the terrain in the middle and the layout of both bases.
15. Release another beta based on feedback you've gathered, add all the preset changes (which includes the extra units) you've planned.
16. Release a playtesting beta.

Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [crazfulla](#) on Tue, 18 Oct 2011 21:01:35 GMT
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Could just call it dunes_sucking

Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [kamuixmod](#) on Tue, 18 Oct 2011 22:25:27 GMT
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Craz? Dont i know u from somewhere? Tcw?

Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [crazfulla](#) on Tue, 18 Oct 2011 23:33:24 GMT
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Yea I'm supposedly making maps for them. Have been busy lately with work tho, and gears of war
3

Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [GEORGE ZIMMER](#) on Wed, 19 Oct 2011 01:10:36 GMT
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rrutk wrote on Fri, 14 October 2011 05:38crazfulla wrote on Fri, 14 October 2011 05:13Another
shit map. Don't you people get sick of posting stuff like this? We do.

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People like you are a pain in the ass. Not able to do anything constructive for Ren themselves,
getting motivation from their own one-liner-posting count full of shit.

DON'T POST STUPID SHIT UNLESS YOU'RE PREPARED TO BE CALLED OUT ON IT
BECAUSE YOU WILL ALWAYS BE CALLED OUT ON IT, 100% OF THE TIME
I GUARANTEE IT

Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [liquidv2](#) on Wed, 19 Oct 2011 03:02:38 GMT
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Azazel wrote on Thu, 13 October 2011 07:00The same reason why people use triggerbot, it
makes up for their lack of skill in the game.
good point azazel

i feel, like iran said, you have more space on the map than is necessary
his scribble drawing conveys true emotion

Subject: Re: C&C_Dunes_Naval_Flying soon
Posted by [Jerad2142](#) on Wed, 19 Oct 2011 03:12:53 GMT
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GEORGE ZIMMER wrote on Tue, 18 October 2011 19:10rrutk wrote on Fri, 14 October 2011
05:38crazfulla wrote on Fri, 14 October 2011 05:13Another shit map. Don't you people get sick of
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I GUARANTEE IT
Unless you post on a dead forum?
