
Subject: lights on vehicle (conquest winter)
Posted by [Majiin Vegeta](#) on Thu, 17 Apr 2003 18:53:43 GMT
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this post for 2 things...

1. is it possible to put lights on moving vehicles and to make it highlight the terrain as it moves..?
 2. anychance somerhino you could add sun lights in the bases of your lovely map Conquest Winter i love your map the way it is but many people complain it is too dark (teh f00ls) but if it is possible to make lights on tanks it would be great anyway just asking if it is possible
-

Subject: lights on vehicle (conquest winter)
Posted by [maytridy](#) on Thu, 17 Apr 2003 20:33:53 GMT
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I don't think that headlights are possible. This goes back to the flickering light question. I don't think that the Renegade engine can do it, but i'm not sure.

-Yes, C_Winter is much too dark, but the map still owns!

Subject: lights on vehicle (conquest winter)
Posted by [Aircraftkiller](#) on Thu, 17 Apr 2003 20:50:52 GMT
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No, I must say that's actually wrong according to The Pits...

I talked it over with SomeRhino, and told him that our 30 player server found it unenjoyable. While it looks good, that's about all I can say for it. The gameplay did not have anyone wanting it back in the rotation, and I think msgtpain took it out because of that.

He does good work, but he's got to balance looks and gameplay. Looks are good, but no one gives a damn about looks when they're not enjoying the map.

Subject: lights on vehicle (conquest winter)
Posted by [SomeRhino](#) on Thu, 17 Apr 2003 21:06:38 GMT
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Dynamic lighting isn't possible in Renegade. I've gotten dazzles to work on vehicles, but not true headlights. Adjust your monitor's brightness or Renegade's brightness settings to fix the lighting. It's my fault for having my brightness way up when I made the map, but I don't think it necessitates a new version.

Subject: lights on vehicle (conquest winter)
Posted by [Aircraftkiller](#) on Thu, 17 Apr 2003 21:15:07 GMT
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You could always overhaul the map and shorten it by like 25% or more for a new version, but it's up to you.

Subject: lights on vehicle (conquest winter)
Posted by [Majin Vegeta](#) on Thu, 17 Apr 2003 21:21:25 GMT
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Aircraftkiller You could always overhaul the map and shorten it by like 25% or more for a new version, but it's up to you.

yea many people say its to big

what that want a freakin matchbox fight?

Subject: lights on vehicle (conquest winter)
Posted by [Deafwasp](#) on Thu, 17 Apr 2003 21:34:33 GMT
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I say reduce the size of the feild, and add a tunnel leading into the backside of each base coming from the tiberium cave.

Subject: lights on vehicle (conquest winter)
Posted by [bigwig992](#) on Thu, 17 Apr 2003 22:38:38 GMT
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I love Conquest Winter, I think it's one of the best maps out there.

Subject: lights on vehicle (conquest winter)
Posted by [Aircraftkiller](#) on Thu, 17 Apr 2003 23:16:42 GMT
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But why? Did you totally ignore what I said about the feedback from players?

Don't blindly love something. It doesn't work that way.

Subject: lights on vehicle (conquest winter)

Posted by [SomeRhino](#) on Thu, 17 Apr 2003 23:19:16 GMT

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All of that could easily take 15+ hours to do. Too much of the level would need to be remodeled, and it doesn't sound very fun to me. In addition, massive changes as such would require that all who downloaded the map previously to get the new version, and if they didn't have it, it would cause major problems in-game depending on which version was being hosted. All of these suggestions will be taken into account on my next map, but Conquest Winter is finished. I'm glad to get feedback, as it will guide me in my future maps.

Subject: lights on vehicle (conquest winter)

Posted by [Aircraftkiller](#) on Thu, 17 Apr 2003 23:35:42 GMT

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SomeRhino All of that could easily take 15+ hours to do. Too much of the level would need to be remodeled, and it doesn't sound very fun to me. In addition, massive changes as such would require that all who downloaded the map previously to get the new version, and if they didn't have it, it would cause major problems in-game depending on which version was being hosted. All of these suggestions will be taken into account on my next map, but Conquest Winter is finished. I'm glad to get feedback, as it will guide me in my future maps.

Well, the thing is, The Pits is about the only server that runs fan maps, and we have a strong community that's mostly aware of getting the new versions of a map.

But it's your choice. Maybe you and I can work together on a new map or something, like we're doing for Renegade Alert.

Subject: lights on vehicle (conquest winter)

Posted by [bigwig992](#) on Fri, 18 Apr 2003 00:01:18 GMT

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Aircraftkiller But why? Did you totally ignore what I said about the feedback from players?

Don't blindly love something. It doesn't work that way.

Well, I posted that earlier when I didnt have much time, but heres the small explanation. First of all, I love the atmosphere (yes i know, its acouple simple settings, and even I could do it in 30 seconds, but it really gives in the little extra something).

First of all, I love the road going up and above the waterfall, it gives complete veiw of the rest of the field, so you can look out and warn of incoming rushes, and fire at other vehicles from the top. That little tunnel on the GDI side is awesome too, I love driving through it, espeicly when theres a stealth tank sitting in there, it makes an interesting battle.

Of COURSE I love the cave, even though the reflection effect was simply done, it really makes it stand out. I love running down the dark tunnel and "into the light". Heh, most of the time, you can

just wait behind the cave tiberium, then ambush stunned player while they look at the cave.

The darkness, and the terrain make for an excellent sniping map. Outside the Nod base, there is a big "bump" near the tree, you can take cover behind that, and easily eliminate Nod infantry pouring out of their base. On the GDI side there's smaller bumps, but if you crouch, you can use them to your advantage. You can always hide behind the cabin, if you start to get shot at, just move around the building and shoot from the other side. The broken bridge on the iced over river makes an excellent sniping spot too, the wood covers you from the enemy on the waterfall and ridge. Hugging the walls next to the waterfall is an awesome spot to pick off people heading across the open field. The waterfall and the high ridge next it, are the highest parts of the map, and is a really good place to pick anyone off. There's the 2 bunkers on either side of the map, and behind the GDI one, you can climb the cliff and hide in the shadows, probably one of the best spots to be.

Anyway, that's my 2 cents, but I admit, one of the reasons I love it so much, is because SomeRhino made it, and he's helped me learn all about modding for a long time, so of course I support his map.

Subject: lights on vehicle (conquest winter)
Posted by [Majiin Vegeta](#) on Fri, 18 Apr 2003 02:05:37 GMT
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AircraftkillerSomeRhinoAll of that could easily take 15+ hours to do. Too much of the level would need to be remodeled, and it doesn't sound very fun to me. In addition, massive changes as such would require that all who downloaded the map previously to get the new version, and if they didn't have it, it would cause major problems in-game depending on which version was being hosted. All of these suggestions will be taken into account on my next map, but Conquest Winter is finished. I'm glad to get feedback, as it will guide me in my future maps.

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Moonlightshakers is also running fan maps but has set backs due to BR.net not letting us go over 10 maps....but i think i know a way around which i need to try...but had 3 games on the map today sum like it..sum hate it..
i think it might stay..gonna open a poll sumtime later..

Subject: lights on vehicle (conquest winter)
Posted by [Titan1x77](#) on Fri, 18 Apr 2003 04:31:41 GMT
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i dont think its the size ...its the Base Defenses....you can make a rush by the inside wall but you

get hit 2-3 times before you reach the OB/AGT or Comm center.

Take out that wall blocking and maybe it will open up the gameplay.

Or even angle the base defenses back a bit.

Nice looking map...but you need to design the level for better gameplay

Subject: lights on vehicle (conquest winter)

Posted by [SomeRhino](#) on Fri, 18 Apr 2003 05:24:20 GMT

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I added those walls because in the beta, you could rush either defense with a buggy/hummer. I added the walls rather than extending the bases to keep the size down...

Subject: lights on vehicle (conquest winter)

Posted by [maytridy](#) on Fri, 18 Apr 2003 17:29:42 GMT

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I think that the map could be remodeled a little for all out wars, but it's not worth it. I think that the map is perfect for sniping.
