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Subject: New map - Wilderness DM - screenshots inside!

Posted by [JRPereira](#) on Tue, 22 Apr 2003 18:54:16 GMT

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I've finally gotten a chance to finish the wilderness map that I was working on. It's a deathmatch map I had begun when I was working on Colossus 2:Revisited. It has GDI and Nod fighting in a large open area with trees and some structures to hide in. There's a lot of weapon spawns as well providing you enable it in the server options (pretty much required to get the most fun out of the map). Also there are a couple of vehicles on the map, placed to make transportation easier and also in the hopes that it would make it harder to just snipe your way to victory. Tiberios also make their second appearance in this map (first in Colossus 2) - although in this version they're just a health/armor powerup, and don't give you the tiberium flechette rifle.

A bonus for server operators is that this new map is in .mix format, and therefore it can easily be included in the map rotation for most servers without being limited to maps contained within a mod package. Check out the below URL to download it:

<http://cnc.unleashed.ws/?content=renegade/maps>

If you find any major bugs in it, let me know. Also, if you can host a server for it and are willing to, please do.

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [JRPereira](#) on Wed, 23 Apr 2003 00:19:29 GMT

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There should be a server up for it now. I don't know how long it'll be up, but if you want, go check it out.

It's on the USA server on WOL.

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [Aircraftkiller](#) on Wed, 23 Apr 2003 00:35:08 GMT

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I smell heightfield.

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [Javacx](#) on Wed, 23 Apr 2003 00:54:15 GMT

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AircraftkillerI smell heightfield.

OMFG U FAG Y DU U HAEV 2 B SO NEAGIVE AL TEH TYME HE WUZ JST MEAKIN HER

MAPS AND U CALD DEM BAD CUZ U R FAG 2 HIR HITEFELD MAPS OMFGGgg

I'm done. :rolleyes:

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [vloktboky](#) on Wed, 23 Apr 2003 00:56:22 GMT  
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AircraftkillerI smell heightfield.

Does it stink?

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [JRPereira](#) on Wed, 23 Apr 2003 01:17:51 GMT  
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Definitely not heightfield. The only heightfield map I had made never was released, and thankfully so.

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [Aircraftkiller](#) on Wed, 23 Apr 2003 01:21:16 GMT  
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We'll see when I go play it.

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [bigwig992](#) on Wed, 23 Apr 2003 01:23:30 GMT  
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Heeey! I like heightfeild, but then again, those are the only things I can map with.

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [maytridy](#) on Wed, 23 Apr 2003 01:24:01 GMT  
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Quote:OMFG U FAG Y DU U HAEV 2 B SO NEAGIVE AL TEH TYME HE WUZ JST MEAKIN  
HER MAPS AND U CALD DEM BAD CUZ U R FAG 2 HIR HITEFELD MAPS OMFGGgg

Could you please talk normally? It took me 5 min just to figure you what you were saying. But,

once I figured it out, I agree with you.

---

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [maytridy](#) on Wed, 23 Apr 2003 01:25:22 GMT

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Quote:Aircraftkiller wrote:

I smell heightfield.

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vloktboky wrote:

Does it stink?

LMFAO

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [Javaxcx](#) on Wed, 23 Apr 2003 01:34:03 GMT

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maytridyQuote:OMFG U FAG Y DU U HAEV 2 B SO NEAGIVE AL TEH TYME HE WUZ JST MEAKIN HER MAPS AND U CALD DEM BAD CUZ U R FAG 2 HIR HITEFELD MAPS OMFGGgg

Could you please talk normally? It took me 5 min just to figure you what you were saying. But, once I figured it out, I agree with you.

I do hope you realize I was just being sarcastic. Anyone who knows who I am, knows also that me and Aircraftkiller are friends.

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [JRPereira](#) on Wed, 23 Apr 2003 01:34:55 GMT

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If you think/know it sucks, don't play it. I made the map a year ago, it's a wonder I released it. I haven't really been into the Renegade scene in a while, and my interest had been stifled by a chip in my play CD (faulty case, sometimes it would slip out when closing and risk getting crushed- and did). I had managed to copy it and checked out Renegade again. I don't plan to make another version of the map unless there are -major- bugs with it. Maybe later I'll make some other map worth playing, but for now, that's it. I just made the map to be a simple, open, playable deathmatch map with a few places to hide and moderately interesting scenery (mission accomplished).

BTW Server's still up, check WOL USA

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [StoneRook](#) on Wed, 23 Apr 2003 01:42:57 GMT  
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JRPereira If you think/know it sucks, don't play it. I made the map a year ago, it's a wonder I released it. I haven't really been into the Renegade scene in a while, and my interest had been stifled by a chip in my play CD (faulty case, sometimes it would slip out when closing and risk getting crushed- and did). I had managed to copy it and checked out Renegade again. I don't plan to make another version of the map unless there are -major- bugs with it. Maybe later I'll make some other map worth playing, but for now, that's it. I just made the map to be a simple, open, playable deathmatch map with a few places to hide and moderately interesting scenery (mission accomplished).

BTW Server's still up, check WOL USA

Nice to see you back in the mod mode again...

hope you stick around and make some more maps/mods --

new stuff is always welcomed....

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [PiMuRho](#) on Wed, 23 Apr 2003 02:07:10 GMT  
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Aircraftkiller We'll see when I go play it.

You have reason to think he's lying?

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [Aircraftkiller](#) on Wed, 23 Apr 2003 02:08:30 GMT  
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Yes. Isn't it obvious?

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [JRPereira](#) on Wed, 23 Apr 2003 02:14:14 GMT  
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Have a look, it's not a heightfield map. The mix should open without problems in XCC and the w3d is right there. Don't go stealing my tiberios though 8P. I spent a good 15 minutes of my time making those.

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [OrcaPilot26](#) on Wed, 23 Apr 2003 07:20:22 GMT  
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mmmm...tiberios

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [JRPereira](#) on Wed, 23 Apr 2003 18:26:45 GMT  
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I managed to find the version of the map (wilderness) I had made with cover spots and a few other things for AI players, and therefore I'm testing a version of wilderness with bots in it. I'll probably be able to release it soon. Also, along with the version of the map with cover spots, etc., I've found the most recent version of Colossus 2: Revisited and have already finished most of the work converting it to .mix format (including a version with bots). I'll probably be able to release that in a few days (yes I know it isn't a work of art as far as the map design goes, but it's a 100% functional map with few if any bugs).

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [maytridy](#) on Wed, 23 Apr 2003 20:38:19 GMT  
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Awesome, i love AI maps.

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [JRPereira](#) on Wed, 23 Apr 2003 23:30:52 GMT  
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I've played on it (Wilderness w/bots) a bit with other people and I can't find anything wrong with it. Unfortunately, the server that hosts CnC Unleashed went down again (as it does before anything important is about to happen) so I can't add the map to the database for people to download.

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Subject: New map - Wilderness DM - screenshots inside!  
Posted by [JRPereira](#) on Thu, 24 Apr 2003 01:13:12 GMT  
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Site back up. Don't forget the below link to download.

<http://cnc.unleashed.ws/?content=renegade/maps>

There's a server probably still up for it, USA server on WOL (sort by maps and you'll see it).

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [Halo38](#) on Sun, 27 Apr 2003 10:11:46 GMT

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Aircraftkiller! smell heightfield.

Wasn't C&C\_Beach heightfield????

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [mike9292](#) on Sun, 27 Apr 2003 16:41:16 GMT

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its not heightfield i can tell i think he converted the plane to editable patch when he made it

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [maytridy](#) on Sun, 27 Apr 2003 20:51:28 GMT

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No, i definatly think that it was heightfield, because he blended like 4 textures right next to each other. (almost impossible to do in Renx by detaching) And it looks like heightfield.

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [OrcaPilot26](#) on Sun, 27 Apr 2003 21:43:11 GMT

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C&C beach has to be hieghtfield, there is no w3d for the terrain in the mix.

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [JRPereira](#) on Mon, 28 Apr 2003 22:55:49 GMT

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I'm going to be releasing the version of wilderness with bots soon. I've just been busy and haven't had the time to check out whether or not I need to include scripts.dll in .mix maps.

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [mike9292](#) on Tue, 29 Apr 2003 00:33:59 GMT

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maytridyNo, i definatly think that it was heightfield, because he blended like 4 textures right next to each other. (almost impossible to do in Renx by detaching) And it looks like heightfield. the more segs the plane has the smaller the paint gets

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [JRPereira](#) on Tue, 29 Apr 2003 01:05:37 GMT

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Quote:because he blended like 4 textures right next to each other. (almost impossible to do in Renx by detaching)

That doesn't sound too hard to do, just requires some creative edge cutting and a mesh with multiple materials applied.

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [JRPereira](#) on Wed, 30 Apr 2003 03:15:12 GMT

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I've just released the version of the map with bots. Check the link below:

<http://cnc.unleashed.ws/?content=renegade/maps>

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [JRPereira](#) on Thu, 01 May 2003 02:59:46 GMT

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Here's some screenshots of the map if you're wondering whether or not to download it:

<http://pjrj.unleashed.ws/gamemods/wilderness/1.jpg>

<http://pjrj.unleashed.ws/gamemods/wilderness/2.jpg>

<http://pjrj.unleashed.ws/gamemods/wilderness/3.jpg>

<http://pjrj.unleashed.ws/gamemods/wilderness/4.jpg>

<http://pjrj.unleashed.ws/gamemods/wilderness/5.jpg>

<http://pjrj.unleashed.ws/gamemods/wilderness/6.jpg>

<http://pjrj.unleashed.ws/gamemods/wilderness/7.jpg>

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Subject: New map - Wilderness DM - screenshots inside!

Posted by [Javacx](#) on Thu, 01 May 2003 03:37:18 GMT

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The only general problem I've noticed with many new deathmatch maps is that well... They are

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quite open fielded. I don't really know dick-all about heightfield, and other modification jargon, but I do know what I like.

What I first had in mind when I saw the title to this thread would be a thick jungle-like map with various small clearings or trenches for combat. I didn't see that in the picture, and my first impression was jumbled. I'm sure the map itself will be fine, but just take some consideration some things such as "What can my map do that no one else's can right now?".

C&C\_Beach is a great example. I loved that map, it's my 2nd to favourite deathmatch map next to C&C\_Centre. Or whatever it's called. It took the damnedest principles of a beach, and incorporated it into the level. It has water where you can hide, sand dunes where you can take cover, and the open field isn't the whole map. My recommendation is to finish this map, and perhaps make a new version of it in the future with more substantiated standards. Make it stand out.

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**Subject: New map - Wilderness DM - screenshots inside!**

Posted by [Madtone](#) on Thu, 01 May 2003 04:13:50 GMT

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JavaxcxThe only general problem I've noticed with many new deathmatch maps is that well... They are quite open fielded. I don't really know dick-all about heightfield, and other modification jargon, but I do know what I like.

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I agree!

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**Subject: New map - Wilderness DM - screenshots inside!**

Posted by [JRPereira](#) on Thu, 01 May 2003 04:49:40 GMT

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The next deathmatch map I do, which is pretty much ready to be released (ie as far as I can see, it's done) won't be as open - in fact much the battle will be much more close and personal (and frightening too).

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