
Subject: something new im working on
Posted by [Titan1x77](#) on Mon, 13 Oct 2003 02:17:57 GMT
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Something simple that I didn't plan out but just started modeling terrain around the dummy bases

I like how it turned out and im going to complete it into a TS style map with some TS bridges and plateau's around so you can overlook and battle TS style...no TS vehicles will be used and im getting rid of the GDI recon and replacing it with a Tow missile humvee...prob will include flying aswell....im looking to keep it a bigger style map that way I won't have to create VIS and keep a low poly count too.

If vis is needed I'll send it to a dual processer PC to have it generated.

Here's the layout and a question....Should I block off the moutain between the bases to not allow vehilces?

Blue arrows mark tunnels...prob will have a few uplevel tunnels to overlook the bases(siege,High Noon style)

Subject: something new im working on
Posted by [flyingfox](#) on Mon, 13 Oct 2003 03:31:33 GMT
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Excellent work Titan.

As for your question, I think you should perhaps allow vehicles there, although with that steep a mountain on some parts, I don't see how more than a Humm-vee or Buggy would climb them.

The reason I say you should consider allowing them is that I think of the map Hourglass and how one stratedy would be assaulting the enemy base from the top. If that map was kept to the sides, it wouldn't be very fun. I know the scale of the middle between Hourglass that your map is a big one and rather stupid to compare them, so I'll sum it up by saying it would be cool to assault bases from the top down and pose more strategy on the defensive part to defend the bases.

Subject: something new im working on
Posted by [pulverizer](#) on Mon, 13 Oct 2003 14:02:47 GMT
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looks great.

I think it would be better if you block off the mountain.

Subject: something new im working on
Posted by [General Havoc](#) on Mon, 13 Oct 2003 15:35:20 GMT
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If you are hving flying vehicles and it is going to be big then you should definately use VIS. I would say that the only situation you may not need VIS is a deathmtch map without vehicles, even then it is still good practise to do it.

I don't think you can take advantage of a dual processor machine when generating VIS. I used a Athlon MP 2200+ machine to test it out before and I could only use the one processor as it was a 32 bit application. I then tested it on a P4 2.2 Ghz I was building at the time and it did it in about 2/3 of the time od the dual CPU one.

Subject: something new im working on
Posted by [Titan1x77](#) on Wed, 15 Oct 2003 11:51:04 GMT
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Looks like I'll need VIS anyways....ive seen large maps that only process 1 base at a time run fine without VIS...But im thinking This map deserves VIS.

looking for some small details to add to the tunnels and also some tib plant life to add to the 3 fields i have on the map.

I'll prob place a couple of viceroids near the fields...it will be my 1st experience with bots.

heres a few screens of my progress after 3 days of work so far

Subject: something new im working on
Posted by [Ferhago](#) on Wed, 15 Oct 2003 13:54:17 GMT
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Wow that looks like ts a lot. No im not being sarcastic im serious.

BTW doesnt that map seem a little....open?

Subject: something new im working on
Posted by [Adavanze](#) on Wed, 15 Oct 2003 15:56:08 GMT

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Well, making a good map is hard, some people like open (TS is open) and some people like rengine normal style (i may sound like im talking bs) like for instants, people who like to snipe, like open maps and this would be a great pic for them, people who like... racing would like this. It isnt really an infantry war map, (but i said it was good for snipers) so yeah, it should work well to some peoples advantages.

Subject: something new im working on
Posted by [Titan1x77](#) on Wed, 15 Oct 2003 23:29:54 GMT
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The more snipers that go head hunting will also keep MRL's and ART's from camping.

I modified a few textures for this...such as modified the road to look exactly like the one in TS...also The tiberium wont have that crappy brown layer under it and look like its on the actual surface....and adjusted the cliffs to have that darker shade to it.

Subject: something new im working on
Posted by [Deafwasp](#) on Thu, 16 Oct 2003 01:18:03 GMT
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Hehe, using my dummy buildings....

Subject: something new im working on
Posted by [Titan1x77](#) on Thu, 16 Oct 2003 07:16:58 GMT
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Those come in handy when thinking of an idea for a map....easy to move around without putting strain on my pc...BTW,my ocean now shows up thanks to you!!

Subject: something new im working on
Posted by [Deafwasp](#) on Fri, 17 Oct 2003 18:08:33 GMT
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Subject: something new im working on
Posted by [TheMouse](#) on Sat, 18 Oct 2003 19:56:41 GMT
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Looks good.
