Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by Halo38 on Sat, 08 Nov 2003 11:30:39 GMT
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The second map I ever made, This map is set around a small wartorn dutch village.

http://www.laeubi.de/halo38/?cat=maps

Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by Adavanze on Sat, 08 Nov 2003 14:11:59 GMT
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It tries to save it as called a .ZIP but as a HTML document.

Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by Halo38 on Sat, 08 Nov 2003 14:21:42 GMT
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Great........... I'll get laeubi to take a look at that. cheers

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Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by spreegem on Sat, 08 Nov 2003 14:39:26 GMT
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Same thing here, it says the file extension is a .zip, but says it will save as an html document. I told it to save anyways, and it saved as a .zip, but the file size was 0 kb and it said that the file was dammaged when I double clicked it.

Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by laeubi on Sat, 08 Nov 2003 20:00:23 GMT
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Hehe
Mesed the SQL up due Manual insert of the both Maps

Fixed now

Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by spreegem on Sat, 08 Nov 2003 21:22:07 GMT
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Great maps, could I have permission to put them on my site?

Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by Halo38 on Sun, 09 Nov 2003 00:24:34 GMT
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yes feel free

Edit: same goes for the maps coming tomorrow

Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by spreegem on Sun, 09 Nov 2003 03:41:54 GMT
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YAY! Thanks. . . More maps tomorro ehh? Can't wait to see what they are like.

Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by bigwig992 on Sun, 09 Nov 2003 03:52:20 GMT
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When converting them you should of fixxed the terrain. Sorry dude, but I think thats one blocky bad map. You can actully see each individual face. And the waterfall-to-river is two different planes. Weld those vertices. Mesh smooth. Alpha blend. I think you should attach all the editble meshes again, weld em up, run mesh smooth, retexture it, add in some tiles, and then I think it'd be a kick ass map .

Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by Titan1x77 on Sun, 09 Nov 2003 04:11:44 GMT
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tobruk was a kick ass map...especially the middle infatry area...me and speedy just d-loaded the 2 new maps and checked them

tobruk is getting added to rotatation...this map was ok...the thin boards are a pain to get up..and the tunnel had really no point except for some eye candy....but al in all,both maps are cool.,i just thought tobruk was the better of the two.

Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by Halo38 on Sun, 09 Nov 2003 05:09:13 GMT

I know the maps arn't the best quality, note tobruk was the first map I made ever (november 2002), and Forgotten town was the second (december i think)

I know all the bad points about them. but i'm moving on in moddelling soon and can't be arsed to fix maps that I created 1 month after started use gmax, they are so not to my current standard if i did redo them i'd start from scratch on both the terrains

The tunnels in tobruk are there so you can attack the enemy trenches from behind. Please i don't want to hear any more on how bad these maps are as i already know what your going to say as i feel the same.

The ones that i haven't bodjed are hybrid forest, bio & lava (for lava see laeubi's RA mod)

Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by Titan1x77 on Sun, 09 Nov 2003 05:13:41 GMT

Halo38
The tunnels in tobruk are there so you can attack the enemy trenches from behind. Please i don't want to hear any more on how bad these maps are as i already know what your going to say as i feel the same.

The ones that i haven't bodjed are hybrid forest, bio & lava (for lava see laeubi's RA mod)

i was talking about the forgotten town tunnels...can't wait for the other maps

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Subject: C&C_Forgotten_Town (Warpath Conversion #2)
Posted by Halo38 on Sun, 09 Nov 2003 05:18:55 GMT

Titan1x77Halo38
The tunnels in tobruk are there so you can attack the enemy trenches from behind. Please i don't want to hear any more on how bad these maps are as i already know what your going to say as i feel the same.

The ones that i haven't bodjed are hybrid forest, bio & lava (for lava see laeubi's RA mod)

i was talking about the forgotten town tunnels...can't wait for the other maps

They are so there is more than 2 ways out of the bases and so infantry can quickly get to the town not having to run round and taking ages to get there

Edit: or do you mean the tunels with the supports in them.... those allow infantry to get closer to the enemy base with out running miles across an open field there would be no chance of suprise if

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the tunnels weren't there.