
Subject: Map Idea - Anyone interested?

Posted by [ThunderChicken](#) on Fri, 30 Jan 2004 23:37:50 GMT

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<http://server5.uploadit.org/files/a0chicken-maplayout1.JPG>

Yes, it's a suck ass drawing.

-Both bases are elevated, plateau kinda thing.

-Bridge going from one base to the next, with Guard Towers and Turrets running along it.

-Main Field, two 'bubbles' connected by a narrow passage, field surrounded by a wall, mountain, or maybe just an insisible barrier.

-Surrounding the Field/Bases is just Water. Non traversable, just to fill space.

So, it's kind of like an Hourglass, City, and Islands together. Maybe take place at night.

How does it look?

Subject: Re: Map Idea - Anyone interested?

Posted by [kittyhawk](#) on Fri, 30 Jan 2004 23:40:04 GMT

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Doesn't sound like a bad idea

Subject: Map Idea - Anyone interested?

Posted by [dufis791](#) on Sat, 31 Jan 2004 17:54:10 GMT

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not bad, should be good. I would do it, but i suck at modding, and have like no time (school).this is the exact ting i am talking about in <http://www.renegadeforums.com/viewtopic.php?t=8767>

Subject: Map Idea - Anyone interested?

Posted by [SuperFlyingEngi](#) on Sat, 31 Jan 2004 19:43:02 GMT

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Interesting base layouts, but the secondary patht that goes behind both bases seems to be undefended by the defense structure. In that case, there would be no purpose for the main field area until defensive structures were down. One way to rectify this would be to put walls to funnel that back path so it comes out right in the middle of the base instead of behind the refinery. Or, you could put defensive structures back in the base so that it can cover both sides, but you should still put little walls so an APC can't drive right up to the Refinery with minimum contact. Also, your main field plays with either one team being on someones doorstep or vice versa, because it's two small fields with a choke point in the middle. I'd just make on big field out of the two and eliminate the choke, but have a river or two running through it.

Subject: Map Idea - Anyone interested?

Posted by [Jaspah](#) on Sat, 31 Jan 2004 20:44:21 GMT

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Maybe you could use Genocide's tutorial that makes a image a map.

Subject: defenses by refinery

Posted by [blackhand456](#) on Sat, 31 Jan 2004 22:04:24 GMT

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there needs to be some defense back by the secondary path because that would be too easy to destroy the refinery. maybe you could put some turrets for nod and gaurd towers (like the ones in glacier) for gdi.

Subject: Map Idea - Anyone interested?

Posted by [SuperFlyingEngi](#) on Sat, 31 Jan 2004 22:07:34 GMT

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An APC could blow right past both of those. You really need the primary defense structure to have good coverage over entrances, or it turns into a one team sits in their base and the other attacks with APCs kind of game.

Subject: defenses

Posted by [blackhand456](#) on Sat, 31 Jan 2004 22:09:36 GMT

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Would moving the obelisk and AGT to a more central position help any?

Subject: Map Idea - Anyone interested?

Posted by [SuperFlyingEngi](#) on Sat, 31 Jan 2004 22:25:47 GMT

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Well, what you gotta do is move the refinery away from being right in front of the back entrance. If someone drove the APC well enough, they could slide right in with little or nothing from the primary defensive structure. Here, let me show you what I think would work best to circumvent this problem:

<http://www.n00bstories.com/image.fetch.php?id=1333119323>

My edits are in red.

Subject: Map Idea - Anyone interested?

Posted by [ThunderChicken](#) on Sat, 31 Jan 2004 22:44:32 GMT

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Alright, I'll redraw it in.. paint.. Tonight.

I was just thinking about how the AGT and Ob should be in the center last night..

Yea, I'll re draw it. But it looks good so far? Anyone willing to try making it?

Subject: sorry

Posted by [blackhand456](#) on Sat, 31 Jan 2004 22:48:22 GMT

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if i ever get around to it i might think about making it unless you wanna do it but i'd rather work on the idea kittyhawk had. The changes to the map look good to me though. Good luck

Subject: Map Idea - Anyone interested?

Posted by [ThunderChicken](#) on Sat, 31 Jan 2004 23:06:34 GMT

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I have no experience in mapping as of yet, but I plan on starting to learn soon.
(No, I won't be making this map)

Subject: Map Idea - Anyone interested?

Posted by [SuperFlyingEngi](#) on Sun, 01 Feb 2004 00:18:00 GMT

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I thought about the choke point in the middle, and I had a new idea, so I drew up a [really really] quick 3D image of what it might look like:

<http://www.n00bstories.com/image.fetch.php?id=1108683723>

Pardon the horribleness of that image. Anyway, there would still be the two field seperated by the choke, but a big bridge runs from each base to the edge of their field. Then the bridge gets cut off and there is rubble or whatever, symbolizing a broken bridge, and there will be basic defensive structures for each side on the end of their bridge. Now, on the bottom field, tanks can go under the bridge or right next to it. However, the bottom should allow at least two mammoths or 3 mediums to pass underneath side by side. So, tank drivers can go up on the bridge for a vantage point or try and take the lower field to get to the enemy base.

Subject: Map Idea - Anyone interested?

Posted by [blackhand456](#) on Sun, 01 Feb 2004 02:16:59 GMT

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I like the idea but dont make the defenses to close or they will try to destroy each other

Subject: Map Idea - Anyone interested?

Posted by [Cpo64](#) on Sun, 01 Feb 2004 03:46:30 GMT

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Personaly, if I was to use TC's idea I would do something like this, a slight modifcation of his pic

(oops, I forgot the GDI PP, oh well lol,)

Subject: How's this?

Posted by [ThunderChicken](#) on Sun, 01 Feb 2004 05:24:56 GMT

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I'll try making a brand new, cleaner one later tonight. This is just the main idea after suggestions.

<http://www.n00bstories.com/image.view.php?id=1079016432>

Edit: In this case, One team would gain control of the others field, but the team that is locked in, can use the bridge to sneak behind and clear the way.

I'm thinking of if the choke point should be there or not, thinking of how the game would play out..

Subject: Map Idea - Anyone interested?

Posted by [PsycoArmy](#) on Sun, 01 Feb 2004 10:54:50 GMT

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So kinda like City?

Subject: Map Idea - Anyone interested?

Posted by [ThunderChicken](#) on Sun, 01 Feb 2004 12:13:13 GMT

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Not really.

Only thing similar between this and city..

-Night

-Bridge

Subject: lookback on ideas

Posted by [blackhand456](#) on Mon, 02 Feb 2004 20:33:21 GMT

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It looks good but it would take a while to make textures and everything but i cant do it now cause i decided to take kittyhawks idea and make it since hes not gonna do anything with it.
