
Subject: The LINK WORKS NOW!Downlaod the latest map here for RenAlert
Posted by [Nightcrawler](#) on Tue, 17 Feb 2004 18:19:30 GMT

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<http://www.geocities.com/renalertmaps>

Subject: The LINK WORKS NOW!Downlaod the latest map here for RenAlert
Posted by [warranto](#) on Tue, 17 Feb 2004 18:33:20 GMT

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Wow.. I love it.

However, it is a Deathmatch map, and ideally should be indicated so. All you have to do is label it DM<mapname>. In this case DMAntarctice. Not a serious thing, but it does notify the players that it is a DM map comming up next.

Subject: The LINK WORKS NOW!Downlaod the latest map here for RenAlert
Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 18:35:09 GMT

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Lighting wasn't run properly. It's way too bright outside for the dead of night.

Too much snow, lower the particle count.

Too many death Crates, they're not really meant for a deathmatch.

Subject: The LINK WORKS NOW!Downlaod the latest map here for RenAlert
Posted by [Nightcrawler](#) on Tue, 17 Feb 2004 18:45:07 GMT

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this is my first map so i don't know all the functions. Can you tell me why i can't hear the music called chaos2 in my fds, i can hear it on normal. BTW if i do all the things you tell me then will my map be perfect or good or exellent or bad

Subject: The LINK WORKS NOW!Downlaod the latest map here for RenAlert
Posted by [Dante](#) on Tue, 17 Feb 2004 18:49:52 GMT

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music is host only, sorry.

some pics would be a good idea with a new map release....

Subject: The LINK WORKS NOW!Downlaod the latest map here for RenAlert
Posted by [Nightcrawler](#) on Tue, 17 Feb 2004 18:51:38 GMT
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Dantemusic is host only, sorry.

some pics would be a good idea with a new map release....

wait a little minute, i don't understand what you mean with host. I have a RenAlert FDS and running it now, and i can here musics at noobstories servers.

Subject: The LINK WORKS NOW!Downlaod the latest map here for RenAlert
Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 19:50:08 GMT
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Dantemusic is host only, sorry.

some pics would be a good idea with a new map release....

No, it's not. Background music is, but placing a sound object under the music preset is not host only.

All the 992 RA levels have some background music which plays.

Subject: The LINK WORKS NOW!Downlaod the latest map here for RenAlert
Posted by [Deafwasp](#) on Tue, 17 Feb 2004 20:42:24 GMT
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I can't download it, it says something in whatever language that is.

Subject: The LINK WORKS NOW!Downlaod the latest map here for RenAlert
Posted by [Renx](#) on Wed, 18 Feb 2004 04:12:13 GMT
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I think it needs less death crates and more bushes. And like ack said it's too bright.

Other than that i think it would be a fun map.

Subject: The LINK WORKS NOW!Downlaod the latest map here for RenAlert
Posted by [Nightcrawler](#) on Wed, 18 Feb 2004 08:14:42 GMT

AircraftkillerDantemusic is host only, sorry.

some pics would be a good idea with a new map release....

No, it's not. Background music is, but placing a sound object under the music preset is not host only.

All the 992 RA levels have some background music which plays.

I didn't put a music as a object in the level. I chosed a background music. Can hear it on lan and internet with no fds. But with fds, theres no music. Should i put a object in the level, give it maximum volum and range?? So others can hear it??. I can hear the musics from noobstories fds, and i will fix the light, remove the death crates and make it cooler. From the beggining i was making a c&c mode, then when i looked at some maps from ack i saw he putted the buildings togheter with to map. I remove the red and blue ground from buildings setup. Exported it to w3d. Added it on my level and cutted the ground. Putted it in the ground and when i tested it, The spawners and interior whas in the air. I know i have to do it on renx but its not easy for me.
