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Subject: New RenAlert Map WIP Need IDEAS!!!  
Posted by [deadaim00](#) on Thu, 19 Feb 2004 01:19:18 GMT  
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Please give me your suggestions, i do not know what to add next to the land scaping. And dont tell me what to add in level edit please.

Here are some pics.

<http://www.n00bstories.com/image.fetch.php?id=1188006480>

<http://www.n00bstories.com/image.fetch.php?id=1243471917>

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Subject: New RenAlert Map WIP Need IDEAS!!!  
Posted by [IRON FART](#) on Thu, 19 Feb 2004 01:23:57 GMT  
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Some kind of perimeter wall maybe?

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Subject: New RenAlert Map WIP Need IDEAS!!!  
Posted by [deadaim00](#) on Thu, 19 Feb 2004 01:30:55 GMT  
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ok besides the perimeter wall, i will add that last

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Subject: New RenAlert Map WIP Need IDEAS!!!  
Posted by [CnCsoldier08](#) on Thu, 19 Feb 2004 01:45:41 GMT  
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hills, add hills and a river.and a cabin or something

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Subject: New RenAlert Map WIP Need IDEAS!!!  
Posted by [Cpo64](#) on Thu, 19 Feb 2004 02:23:46 GMT  
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You need a lot more then that...

It looks like the first map I ever made for Renegade. (Obviously it wasn't relased)

Maybe a river, ridges between the bases, lots of stuff.

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Subject: New RenAlert Map WIP Need IDEAS!!!  
Posted by [Renx](#) on Thu, 19 Feb 2004 15:54:57 GMT

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a river, maybe a small body of water, a bridge going over the river, hills....

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Subject: New RenAlert Map WIP Need IDEAS!!!  
Posted by [Dante](#) on Thu, 19 Feb 2004 16:44:07 GMT

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do something like this, dark blue = land, light blue = water, grey = bridge.

would make for an interesting island match...

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Subject: New RenAlert Map WIP Need IDEAS!!!  
Posted by [Laser2150](#) on Thu, 19 Feb 2004 19:51:55 GMT

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\*waves arms up and down\*

Make the middle bridge destoryable.

if renalert ever made naval units, i would suggest that

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Subject: New RenAlert Map WIP Need IDEAS!!!  
Posted by [Jaspah](#) on Thu, 19 Feb 2004 22:58:57 GMT

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I smell B2B or something close to that...

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Subject: New RenAlert Map WIP Need IDEAS!!!  
Posted by [U927](#) on Thu, 19 Feb 2004 23:21:31 GMT

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The map looks good so far, but I would suggest a back route for infantry to go as well.

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Subject: New RenAlert Map WIP Need IDEAS!!!  
Posted by [spreegem](#) on Fri, 20 Feb 2004 01:17:07 GMT

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j4S[p]I smell B2B or something close to that...

Looks like Base to Base will be a problem unless the map is so huge you have to go to one of the islands before you can attack the enemy base.

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**Subject: New RenAlert Map WIP Need IDEAS!!!**

Posted by [SuperFlyingEngi](#) on Fri, 20 Feb 2004 01:44:08 GMT

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Use Dante's idea, except have a couple of large bridges that vehicles can travel on, and then have 4-5 smaller bridges that will only accomodate infantry. This would add a dynamic infantry role to a map that otherwise would heavily favor vehicles.

To give infantry some more usability, put some bunkers on each of the little islands in the middle of the map. Thus, infantry can hide, and it would make for an interesting game to have 4 tesla troopers ambush a medium tank and completely destroy it.

Also, don't give the Soviet side the Tesla. It would unbalance the game in that the Allies get this bunch of wimpy turrets and then Soviets get a huge Fry-i-lator.

One last thing, a big underground tunnel complex for infantry and maybe tanks would be cool. There would be a big entrance in each base, and maybe one or two small infantry entrances located on the small islands in the middle of the map. In the tunnels, you could make a main area, have several small areas, or make it like a labyrinth that highly favors ffast units over slow ones. [E.G. A light tank could fairly easily take out a mammoth tank.]

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**Subject: New RenAlert Map WIP Need IDEAS!!!**

Posted by [deadaim00](#) on Fri, 20 Feb 2004 13:58:57 GMT

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Thanks for all the suggestions. And Belive me B2B will not be a problem. The map is bigger than you guys think. I will put up a new almost completed map picture when i get home. I am on the school laptop right now. So expect some pics in like 7 hours. Alright.

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**Subject: New RenAlert Map WIP Need IDEAS!!!**

Posted by [deadaim00](#) on Fri, 20 Feb 2004 21:12:14 GMT

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ok, here is the new image of the map. I am done with the land scape now.

<http://www.n00bstories.com/image.fetch.php?id=1241948217> , i am done with everything. But there is moe alphablended done, most of the hills have rock on them too tell me what yout hink.

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Subject: New RenAlert Map WIP Need IDEAS!!!

Posted by [SuperFlyingEngi](#) on Fri, 20 Feb 2004 21:37:25 GMT

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Oh...I think it would be really awesome with islands...Well, once I get the renalert tools working, maybe Ill make the idea myself.

About your map:

It needs some more interesting terrain.

The hills leading up to the bases are really really steep.

Infantry can't do too much against tanks, considering it's just a big flat field, and the only infantry-friendly obstacle is a river in the middle.

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