
Subject: C&C_Egypt
Posted by [Titan1x77](#) on Tue, 23 Mar 2004 12:05:39 GMT
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will be released shortly...about a week.

SS's

Subject: C&C_Egypt
Posted by [Oblivion165](#) on Tue, 23 Mar 2004 12:14:06 GMT
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thats nice, looks great

Subject: C&C_Egypt
Posted by [gendres](#) on Tue, 23 Mar 2004 14:15:42 GMT
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good job

Subject: C&C_Egypt
Posted by [xpontius](#) on Tue, 23 Mar 2004 17:05:12 GMT
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There are more ways in for vehicles other than facing 2 agts, right?

Subject: C&C_Egypt
Posted by [Majiin Vegeta](#) on Tue, 23 Mar 2004 17:52:28 GMT
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xpontiusThere are more ways in for vehicles other than facing 2 agts, right?

i think 1 AGT is dead

Subject: C&C_Egypt

Posted by [Genocide](#) on Tue, 23 Mar 2004 21:33:46 GMT

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Titan , yeah thats real nice that you have been soo busy doing maps..get on msn ..now!

Subject: C&C_Egypt

Posted by [Aircraftkiller](#) on Tue, 23 Mar 2004 23:32:34 GMT

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Looks just like Terrace. Don't you ever do anything beyond huge levels with nothing in them?

Subject: C&C_Egypt

Posted by [maytridy](#) on Tue, 23 Mar 2004 23:44:59 GMT

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Does look a lot like Terrace, but I loved Terrace, so I'm not gonna complain.

Subject: C&C_Egypt

Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 00:14:46 GMT

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So you loved the non-existent foliage to hide behind, or the lack of trees, or the fact that "snipers" owned everything including the still-underpowered helicopter units?

I'm sure that was great, make it even easier for them to get assloads of points from doing nothing to tanks.

Subject: C&C_Egypt

Posted by [Titan1x77](#) on Wed, 24 Mar 2004 00:17:07 GMT

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Only reason it looks like Terrace is that the mountain texture is the same.

Other then that its completly different.

and there plenty of objects and cover in this map...theres 2 small villages not shown in the SS's

theres 4 ways into each base(2 thru the front, 2 around back)...and both AGT's are alive...

there will be

Dual PP's

Dual Base defenses

Conyard (with a repair pad built in...will not make mines disappear either)

Barx/HON

Refinery

WF/AIR

Silo

Subject: C&C_Egypt

Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 00:18:25 GMT

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That's great, butcher the Construction Yard so it has a Repair Facility (Just the Weapons Factory pad... go figure) too.

The fuck are you giving the CY a repair facility for? It doesn't fucking repair units, it repairs and builds structures.

Subject: C&C_Egypt

Posted by [Titan1x77](#) on Wed, 24 Mar 2004 00:22:06 GMT

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AircraftkillerSo you loved the non-existent foliage to hide behind, or the lack of trees, or the fact that "snipers" owned everything including the still-underpowered helicopter units?

I'm sure that was great, make it even easier for them to get assloads of points from doing nothing to tanks.

Plenty of foliage and tree's and sniper points arent as much as a problem as you make it out to be....both teams can get points from there ramjets hitting tanks...It comes down to basekill more times that not...and snipers hitting tanks for points won't help you destroy a base.

Subject: C&C_Egypt

Posted by [Titan1x77](#) on Wed, 24 Mar 2004 00:24:03 GMT

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AircraftkillerThat's great, butcher the Construction Yard so it has a Repair Facility (Just the Weapons Factory pad... go figure) too.

The fuck are you giving the CY a repair facility for? It doesn't fucking repair units, it repairs and

builds structures.

Wrong...its a repair pad attached to the conyard(not the weapons factory pad)...just not using the Repair pad copntroller that makes mines disappear.

And Im giving it a repair faciltiy cause I want too.

Subject: C&C_Egypt

Posted by [Genocide](#) on Wed, 24 Mar 2004 00:34:08 GMT

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Titan get on msn, perlease!

Subject: C&C_Egypt

Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 00:38:16 GMT

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Titan1x77AircraftkillerSo you loved the non-existent foliage to hide behind, or the lack of trees, or the fact that "snipers" owned everything including the still-underpowered helicopter units?

I'm sure that was great, make it even easier for them to get assloads of points from doing nothing to tanks.

Plenty of foliage and tree's and sniper points arent as much as a problem as you make it out to be....both teams can get points from there ramjets hitting tanks...It comes down to basekill more times that not...and snipers hitting tanks for points won't help you destroy a base.

Then obviously you haven't any grasp on gameplay dynamics because you seem to miss the point, you design levels around what you want instead of what the game is, therefore you cause it to have shitty gameplay.

Shoot yourself in the foot, no skin off my nose.

Subject: C&C_Egypt

Posted by [Titan1x77](#) on Wed, 24 Mar 2004 00:47:26 GMT

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That's funny...All of your maps hosted on Fanmaps servers have crappy Gameplay where the map ends in 5-10 mins...no tank battles just APC's running back and forth between bases.

And Im talking about the one's you designed...you know, the shitty maps you made.

River Raid
Mars

Basin
Golf course

Seems like you know alot about gameplay :rolleyes:

Play High noon 2 or this map once it's released....you'll see how a REAL map is played out.

Subject: C&C_Egypt
Posted by [maytridy](#) on Wed, 24 Mar 2004 01:10:37 GMT
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AircraftkillerSo you loved the non-existent foliage to hide behind, or the lack of trees, or the fact that "snipers" owned everything including the still-underpowered helicopter units?

I'm sure that was great, make it even easier for them to get assloads of points from doing nothing to tanks.

Exactly. But what I really loved was jumping around on the recon bikes. Plus, look at screen two; I can count about 20-25 good places to find cover.

Subject: C&C_Egypt
Posted by [Titan1x77](#) on Wed, 24 Mar 2004 01:12:08 GMT
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Aircraftkillerobviously you haven't any grasp on gameplay dynamics because you seem to miss the point, you design levels around what you want instead of what the game is, therefore you cause it to have shitty gameplay.

Shoot yourself in the foot, no skin off my nose.

That perfectly describes your intentions with your maps.... :rolleyes:

Your a moron...you dont even play any of these maps yet you judge them like you know how they play out.

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 01:31:27 GMT
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Titan1x77That's funny...All of your maps hosted on Fanmaps servers have crappy Gameplay where the map ends in 5-10 mins...no tank battles just APC's running back and forth between bases.

And Im talking about the one's you designed...you know, the shitty maps you made.

River Raid
Mars
Basin
Golf course

Seems like you know alot about gameplay :rolleyes:

Play High noon 2 or this map once it's released....you'll see how a REAL map is played out.

I prefer fast gameplay that isn't bogged down by being unable to do anything in the early game besides use fodder soldiers to die.

Perhaps you prefer camp fests where "snipers" own everything. I don't. I based my work around the intended gameplay of Renegade and had a lot of memorable times playing it over the course of two years. So have others, and they continue to play RA.

So yeah, gameplay does include early game tactics. It's not just limited to forced gameplay through gimmicks and no-talent work you produce.

Subject: C&C_Egypt
Posted by [maytridy](#) on Wed, 24 Mar 2004 01:49:17 GMT
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Quote:I prefer fast gameplay that isn't bogged down by being unable to do anything in the early game besides use fodder soldiers to die.

In quite a few Ren Alert maps (that snow one for example) all you can do is use a soldier or cheap infantry to die.

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 02:02:23 GMT
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No shit?

There's one deathmatch level in it... That isn't even snow. The entire point of deathmatch is to kill other soldiers.

RA and Renegade are light years apart in terms of gameplay, graphics, and replayability. Comparing what I said to RA doesn't really make much sense considering I like fast paced gameplay in Renegade to keep the n00b cannons in their base, aka the "Havocs" and "Sakuras."

Other than that, I enjoy long games in RA. The tactics required to win, not n00b cannons, are what makes it fun for me.

Subject: C&C_Egypt
Posted by [Genocide](#) on Wed, 24 Mar 2004 02:11:29 GMT
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With the new Dev_Edit edition of Level edit, you can easily edit weapon presets etc or even remove a character from the listings.

Lower the power on the Ramjets.

Subject: C&C_Egypt
Posted by [maytridy](#) on Wed, 24 Mar 2004 02:13:26 GMT
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But then they would be the same as the 500 credit sniper rifles.

Can't you edit what points are given for? e.g: You disable the points given for shooting buildings and vehicles with the ramjet, or n00b cannon, and only give points for shooting people.

Subject: C&C_Egypt
Posted by [Genocide](#) on Wed, 24 Mar 2004 02:16:56 GMT
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We'll remove havoc and sakura, i've played sniper games recently and a lot of people use Sniper Blackhand And Deadeye anyway.

Dont worry about the terrain, its set in a land so far far away...

Subject: C&C_Egypt
Posted by [Titan1x77](#) on Wed, 24 Mar 2004 02:37:39 GMT
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There's nothing wrong with the Ramjet...your buying a 1000 credit character...and you get your money's worth.

If you want to waste your ammo on a tank for some points, so be it...its only taking your ammo count down.

I'd never remove the best character in the game...and on the "thats how they intended it

remark"...They Intended for Havoc to be the best character in the game...Thus thats why he was the main character.

Subject: C&C_Egypt

Posted by [CnCsoldier08](#) on Wed, 24 Mar 2004 03:04:21 GMT

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Titan, lets get the facts straight(you may say strait) I've been thru(thats how you spelled it) many of yours and Aircraftkiller's maps. The fact is, His are better. I know you have played Renalert, because I've seen you ingame. You cannot sit here and tell me that any of your maps are better than WoodsToday, because they aren't. And as for the guy who said in "the snow map" all you can do is run around and die or whatever you said. You are wrong, You may not have noticed, but Renalert is based of this one thing...I may be wrong but I think its called team...team..teamwork, yeah thats it. Not, run in with a nuke and Havoc and blow up the whole damn base alone.

Oh, and if you think I am kissing Aircraftkillers ass, You are wrong, because he hates me, and since he hates me, why would I kiss his ass?

Subject: C&C_Egypt

Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 03:35:18 GMT

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Titan1x77Theres nothing wrong with the Ramjet...your buying a 1000 credit character...and you get your money's worth.

If you want to waste your ammo on a tank for some points, so be it...its only taking your ammo count down.

I'd never remove the best character in the game...and on the "thats how they Intended it remark"...They Intended for Havoc to be the best character in the game...Thus thats why he was the main character.

Because of a half-assed release that didn't even have 40% of the features the game was intended to have.

That hardly resembles what I was talking about, since the point flew over your head, I'll spell it out.

I want C&C in first person. Not Unreal Nerdament 20521925, not "Mega Ugly Shit Level Teleportation OMG ROXX0R NO BUSHES NO RESEMBLANCE TO REAL TERRAIN," just C&C. The game this was supposed to be based off of.

Subject: C&C_Egypt

Posted by [xptek_disabled](#) on Wed, 24 Mar 2004 03:57:45 GMT

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Quote:I want C&C in first person. Not Unreal Nerdament 20521925, not "Mega Ugly Shit Level Teleportation OMG ROXX0R NO BUSHES NO RESEMBLANCE TO REAL TERRAIN," just C&C. The game this was supposed to be based off of.

Here's an idea... dont play his maps. :rolleyes:

Subject: C&C_Egypt
Posted by [IRON FART](#) on Wed, 24 Mar 2004 05:00:39 GMT
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I don't think he does somehow.

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 05:10:52 GMT
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Indubitably.

Subject: C&C_Egypt
Posted by [Cpo64](#) on Wed, 24 Mar 2004 05:27:24 GMT
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CnCsoldier08Oh, and if you think I am kissing Aircraftkillers ass, You are wrong, because he hates me, and since he hates me, why would I kiss his ass?

LMAO

I have an answer!

He hates you, you don't want him to, so you kiss his ass to get him to like you! TA DA!

(edit: oh, I cant realy comment on the pics, they are to dark and I can't see anything)

Subject: C&C_Egypt
Posted by [sniper12345](#) on Wed, 24 Mar 2004 14:14:23 GMT
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AircraftkillerThat's great, butcher the Construction Yard so it has a Repair Facility (Just the Weapons Factory pad... go figure) too.

The fuck are you giving the CY a repair facility for? It doesn't fucking repair units, it repairs and builds structures.

So is creativity bad?

Subject: C&C_Egypt
Posted by [ericlaw02](#) on Wed, 24 Mar 2004 14:30:36 GMT
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Can't be creativity? Oh no!

Subject: C&C_Egypt
Posted by [flyingfox](#) on Wed, 24 Mar 2004 18:33:39 GMT
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Titan, the terrain does seem a bit too spacious... you remember some of the games on the Pits with C&C Terrace. Maybe more rocks and shit to hide around, and try to avoid creating areas snipers could camp out with a big advantage.

Subject: C&C_Egypt
Posted by [maytridy](#) on Wed, 24 Mar 2004 19:43:16 GMT
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Cpo64CnCsoldier08Oh, and if you think I am kissing Aircraftkillers ass, You are wrong, because he hates me, and since he hates me, why would I kiss his ass?

LMAO

I have an answer!

He hates you, you don't want him to, so you kiss his ass to get him to like you! TA DA!

(edit: oh, I cant really comment on the pics, they are to dark and I can't see anything)

Exactly. You say that Ack hates you, so you kiss his ass until he likes you. Makes perfect sense.

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 19:43:54 GMT
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Creativity? In a game where the structures are already provided for you?

What the fuck are you talking about? Wake the fuck up and play C&C, he's making a total mockery of it.

"Oh, lets make a Construction Yard repair vehicles, that's real cool!"

Next we'll have him start making flying penis mobiles and little assrammers for people instead of soldiers...

Subject: C&C_Egypt
Posted by [xpontius](#) on Wed, 24 Mar 2004 19:52:19 GMT
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So I should go to you when my TS map is finished by the end of this month, right. To ask the gameplay god whether I made a craptastic map themed off of TS based off of looking at it. What is with the opinions made of hot air?

V

Subject: C&C_Egypt
Posted by [pulverizer](#) on Wed, 24 Mar 2004 20:05:27 GMT
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(Good looking map, good job)

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 20:16:49 GMT
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xpontiusSo I should go to you when my TS map is finished by the end of this month, right. To ask the gameplay god whether I made a craptastic map themed off of TS based off of looking at it. What is with the opinions made of hot air?

V

Your signature is cute, but it lacks a lot of punch. It disregards the fact that I helped work on this game, in addition, I also played it for well over two years.

I know how the game balance should be. You can argue with me over that all you want, it always ends in "but ur rong" so I don't know why you bother.

I will be playing Renegade again soon if a certain deal comes to pass with Black Hand Studios. Then you'll be seeing things my way...

Subject: C&C_Egypt
Posted by [xpontius](#) on Wed, 24 Mar 2004 20:19:02 GMT
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And what, may i ask, is this "deal"?

And besides, what power does, i dunno, a member of congress have in it if he/she announces they will not participate in something they have a huge opinion of?

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 20:40:28 GMT
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How do you know I'm not participating in the game? For all you know this is just a cover for something going on behind the scenes.

BHS is working on a project for the game. I can't tell you what it is or what we're doing but I'm sure you'll enjoy it.

Subject: C&C_Egypt
Posted by [maytridy](#) on Wed, 24 Mar 2004 21:56:31 GMT
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Aircraftkiller
"Oh, lets make a Construction Yard repair vehicles, that's real cool!"

Actually, I think it's a good idea to put the con yard and repair pads together.

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 22:45:58 GMT
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That doesn't make it canon or remotely interesting.

Subject: C&C_Egypt
Posted by [xptek_disabled](#) on Wed, 24 Mar 2004 22:53:14 GMT
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Well, it's still a good idea. Cant wait to play the map.

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 22:59:49 GMT
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And why is it a good idea? With that logic, turning this game into Unreal Nerdament 1921519825 is a great idea.

Subject: C&C_Egypt
Posted by [maytridy](#) on Wed, 24 Mar 2004 23:04:19 GMT
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It's a good idea because then it's one building and not two. Some people don't want the repair pad to be separate.

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Wed, 24 Mar 2004 23:18:53 GMT
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Then go play another game, they were separate structures in C&C.

Subject: C&C_Egypt
Posted by [maytridy](#) on Thu, 25 Mar 2004 00:13:00 GMT
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Or I'll just play this map once it's released. :rolleyes:

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Thu, 25 Mar 2004 00:49:29 GMT
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Have fun with low quality assrammer products.

Subject: C&C_Egypt
Posted by [xptek_disabled](#) on Thu, 25 Mar 2004 00:51:08 GMT
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I know I will.

Subject: C&C_Egypt

Posted by [maytridy](#) on Thu, 25 Mar 2004 01:01:52 GMT

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AircraftkillerHave fun with low quality assrammer products.

Sure as hell I will.

Subject: C&C_Egypt

Posted by [Aircraftkiller](#) on Thu, 25 Mar 2004 01:02:50 GMT

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You never cease to entertain me.

Subject: C&C_Egypt

Posted by [maytridy](#) on Thu, 25 Mar 2004 01:03:24 GMT

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That's what I'm for.

I could do a little dance if you would like...

Subject: C&C_Egypt

Posted by [xpontius](#) on Thu, 25 Mar 2004 02:24:24 GMT

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Meh Ill look foward to any map as long as its "variety". Im too lazy to keep up an argument of any type unless its comp time

Subject: C&C_Egypt

Posted by [Titan1x77](#) on Thu, 25 Mar 2004 02:26:43 GMT

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drkhazeTitan, the terrain does seem a bit too spacious... you remember some of the games on the Pits with C&C Terrace. Maybe more rocks and shit to hide around, and try to avoid creating areas snipers could camp out with a big advantage.

The SS's dont show all the nice cover thats in this map...Ive learned from my mistakes and if your tank blows up there will be a place to take cover then hit a tunnel to return to the base without being killed.

The map isnt as large as you would think either....from 1 base to the other is about the same as

Subject: C&C_Egypt
Posted by [Cpo64](#) on Thu, 25 Mar 2004 04:29:49 GMT
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well then get it finished, pics are never really good indicators of how a game will play out...

Subject: C&C_Egypt
Posted by [sniper12345](#) on Thu, 25 Mar 2004 10:10:55 GMT
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AircraftkillerCreativity? In a game where the structures are already provided for you?

What the fuck are you talking about? Wake the fuck up and play C&C, he's making a total mockery of it.

"Oh, lets make a Construction Yard repair vehicles, that's real cool!"

Next we'll have him start making flying penis mobiles and little assrammers for people instead of soldiers...

I didn't see you complaining when Westwood said they were going to have the Titan in TS?

"Oh no, TD didn't have a giant walking mech in it!"

Subject: C&C_Egypt
Posted by [ericlaw02](#) on Thu, 25 Mar 2004 12:04:57 GMT
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(Quote to the top post)
LMAO!!!!!!!!!!!!

Subject: C&C_Egypt
Posted by [Alkaline](#) on Thu, 25 Mar 2004 15:08:24 GMT
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Aircraftkiller

I based my work around the intended gameplay of Renegade and had a lot of memorable times playing it over the course of two years.

Non of the maps you made reflect what the developers/designers of renegade wanted. They are

too open, too simple maps and generally have bases facing directly each other with something in the middle be it a bridge, a hill, a river or something else.

I'm sorry but the intended gameplay of Renegade is what it currently is, your way of playing Renegade is what you create, but don't go on parading that your maps is how Renegade should have been made to play like because none of the WW maps bear any resemblance to your work (that you made on your own) :rolleyes:

Subject: C&C_Egypt

Posted by [Aircraftkiller](#) on Thu, 25 Mar 2004 22:00:16 GMT

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You never even played C&C, did you?

That is how a level should look for Renegade. Wide, open, with realistic terrain formations that make you feel like you're part of the game instead of some outsider looking into some strange place with 90 degree vertical mountains and no way out of where you're battling.

So before you spout off, try looking at C&C and then come back.

Quote:I didn't see you complaining when Westwood said they were going to have the Titan in TS?

"Oh no, TD didn't have a giant walking mech in it!"

Umm... TS isn't TD. There is a logical evolution of war machinery that can happen in 20-40 years.
:rolleyes:

Subject: C&C_Egypt

Posted by [Madtone](#) on Thu, 25 Mar 2004 23:18:30 GMT

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I have to actually agree with you on this Aircraftkiller.

Renegade was meant to be C&C in First person view. The maps from C&C Gold/Red Alert were open and random.

Not like the Westwood maps, Confined, set routes and no room to create new tactics. The Westwood maps didn't really let you create your own tactics, Westwood thought out the tactics themselves and then created a map around those particular tactics, not allowing for improvising and on-the-run decision changing of tactics.

Im all up for variation, that's why Westwood created the mod tools. I would like to see more C&C

based maps but also sometimes its good to try out these Modern tech/sci-fi maps, just for a change.

Subject: C&C_Egypt

Posted by [Titan1x77](#) on Fri, 26 Mar 2004 04:01:14 GMT

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Aircraftkiller You never even played C&C, did you?

That is how a level should look for Renegade. Wide, open, with realistic terrain formations that make you feel like you're part of the game instead of some outsider looking into some strange place with 90 degree vertical mountains and no way out of where you're battling.

So before you spout off, try looking at C&C and then come back.

Quote: I didn't see you complaining when Westwood said they were going to have the Titan in TS?

"Oh no, TD didn't have a giant walking mech in it!"

Umm... TS isn't TD. There is a logical evolution of war machinery that can happen in 20-40 years.
:rolleyes:

Oh no!!..."theres no cover on that map!!"

You complain about my maps being wide open with no cover...look at that map.

My maps are far more closer to the original C&C, then you River Canyon type crap.

Subject: C&C_Egypt

Posted by [Aircraftkiller](#) on Fri, 26 Mar 2004 06:35:55 GMT

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Umm, assclown, you can't follow them perfectly. That's why you add trees and foliage to the level, along with rocks and other debris, to fill in the void.

Unlike "Country_side" which has NOTHING in it except enormous "gum drop" trees.

I'm sure yours follow the original C&C very closely. Seeing as how all of them were enclosed in canyons that had no entrances. Or the fact that they all had four foot high "mountains" everywhere.

And perfectly flat, carved rock formations.

Yep, you got the original C&C right down to a T. :rolleyes:

You know River Canyon is actually based off the Canyon Chase video from C&C? Oh, I guess you didn't play that, so you wouldn't know.

Subject: C&C_Egypt
Posted by [xptek_disabled](#) on Fri, 26 Mar 2004 06:37:43 GMT
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Nobody cares what River Canyon is based off of, the map plays like crap and is vote skipped consistently on renwarz and other server I play on.

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Fri, 26 Mar 2004 06:39:59 GMT
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I don't care, I hate it myself. The only thing I like about it is the appearance it has.

It takes too much teamwork to destroy the enemy base. But that's okay, since what you brought up has no relevance to the discussion at hand.

Subject: C&C_Egypt
Posted by [Cpo64](#) on Fri, 26 Mar 2004 08:07:10 GMT
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Yes, the discussion at hand is how much cover there is on a map we have only seen a few pics of :-/

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Fri, 26 Mar 2004 08:14:06 GMT
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That's the Titan way!

Subject: C&C_Egypt
Posted by [Cpo64](#) on Fri, 26 Mar 2004 08:17:31 GMT
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Which way? left or right?

Imao

Subject: C&C_Egypt

Posted by [flyingfox](#) on Fri, 26 Mar 2004 19:10:58 GMT

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Titan1x77The SS's dont show all the nice cover thats in this map...lve learned from my mistakes and if your tank blows up there will be a place to take cover then hit a tunnel to return to the base without being killed.

The map isnt as large as you would think either....from 1 base to the other is about the same as CnC Under

Groovy. Good luck with it then. Meant to say this on msn but you logged off.

Subject: C&C_Egypt

Posted by [Titan1x77](#) on Sun, 28 Mar 2004 08:51:59 GMT

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<http://titan.renstation.net/map17.html>

Map is finished.

Subject: C&C_Egypt

Posted by [Aircraftkiller](#) on Sun, 28 Mar 2004 09:18:46 GMT

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loooooooooooooooooo

Three defenses? That's REALLY conducive to gameplay! Even better, two Power Plants! And just one Tiberium Refinery and a Construction Facility! :rolleyes:

There goes a few megabytes of bandwidth, right down the drain. Try making something that doesn't suck.

Subject: C&C_Egypt

Posted by [sniper12345](#) on Sun, 28 Mar 2004 13:18:13 GMT

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OMGZ LETRS FLAMEEEZ111111111

Subject: C&C_Egypt
Posted by [Imdgr8one](#) on Sun, 28 Mar 2004 17:53:26 GMT
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This map actually reminds me of a real C&C RTS game, because you build extra defenses in the real thing, and you build more power in the real thing...only difference is I'd have about three refineries

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Sun, 28 Mar 2004 18:21:38 GMT
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The only difference here is that you need more than eight vehicles to realistically assault any large defense network in C&C.

Subject: C&C_Egypt
Posted by [Beanyhead](#) on Sun, 28 Mar 2004 21:47:23 GMT
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Looks very unique...

Subject: C&C_Egypt
Posted by [tooncy](#) on Sun, 28 Mar 2004 22:04:44 GMT
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A base like that in C&C would need like 5 power plants to keep online, and when you destroy one power plant in this map, the power doesn't go out. It's hard to believe that a base like that could be powered with two power plants, but one!?!?

Subject: Oi! Its good!
Posted by [Genocide](#) on Sun, 28 Mar 2004 22:08:38 GMT
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Map: C&C_Egypt

Graphics: 8/10
Gameplay 7/10
Map Design: 6/10

Not only is this map another good contribution to the Renegade Community but it also brings

something that myself and other mappers might of wanted to achieve (An Egyptian typed map).

Whilst playing C&C_Egypt I fount that there was many areas to explore such as tunnels and what looks like an Egyptian temple on each side of the riverbed, the music brings me more into the action and is fun to explore.

the feel that you get in C&C Canyon, feels a need to fortify your base and this can also have it down parts, as you have so much to explore it will mean more than enough escape routes and not many kills will be given off, and the fact that you would rather look at the scenery than play but I still think that this map offers great fun and if hosted on servers would mean big Egyptian styli action.

I grant this map:

8/10

Genocide

Subject: C&C_Egypt

Posted by [Titan1x77](#) on Sun, 28 Mar 2004 22:20:03 GMT

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tooncyA base like that in C&C would need like 5 power plants to keep online,and when you destroy one power plant in this map, the power doesn't go out. It's hard to believe that a base like that could be powered with two power plants, but one!?!?

but when you destroy one a Base defense go's down....what would be the point of 2 pp's if 1 was killed the whole base went offline?

Anyways....map has been fixed(OB's werent firing properly)

<http://titan.renstation.net/map17.html>

to save any future conflicts from happeneing...I renamed it...delete or keep or do whatever you want with C&C_Egypt

Maps name is now C&C_Cairo

Nice review Geno...Thanks for actually taking the time to go thru the map and write out a nice review of it

Subject: C&C_Egypt
Posted by [tooncy](#) on Sun, 28 Mar 2004 22:44:55 GMT
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Quote:what would be the point of 2 pp's if 1 was killed the whole base went offline?

It would teach players to protect them more carefully. I can see a SBH sneaking in and blowing up the power plant, and some loser says, "Well who cares, we have a second one".

Subject: C&C_Egypt
Posted by [Genocide](#) on Mon, 29 Mar 2004 01:11:55 GMT
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Plays a dream online

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 01:14:17 GMT
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If 13 FPS is a dream...

Subject: C&C_Egypt
Posted by [Titan1x77](#) on Mon, 29 Mar 2004 01:23:50 GMT
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AircraftkillerIf 13 FPS is a dream...

Sure is when they were beacon spamming...notice SFPS???

Was 60 without 4 beacons going off at the same time...This map alone is better then the whole entire Ren Alert mod...Had more fun with this 1 game then anytime I played your shitty mod.

And there was alot of people saying "This is just like playing the RTS game in 1st person"

Isn't that what youve been trying to accomplish for awhile now with no success?

This game was great....had a SBH a little lower then where the rave was pictured and saw 3 orca's fly over me and 2 APC's pass by me all at once...Made a run for the WF and nuked it.

And 1 PP going down was the key to me getting in and nuking the WF...so dont say 1 PP down doesnt effect the outcome...right from the 1st game of this map it did.

Subject: C&C_Egypt

Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 01:37:41 GMT

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1. Server FPS rarely goes down when Ion Cannon Beacons or Nuclear Strike Beacons are used.
 2. I don't care if you don't like RA. I prefer that you stay away from it.
 3. Renegade cannot play like the RTS because it isn't based on the RTS gameplay or units, there is little in common beyond unit names. That is a retarded statement.
 4. I've had success with RA since the 0.991 patch was released. Constant players, servers, and a community which stands behind it.
 5. The gameplay is horrid. After having tested it out, it's n00b central. Not unlike "Renwarz" or whatever the fuck it's called.
-

Subject: C&C_Egypt

Posted by [Blazea58](#) on Mon, 29 Mar 2004 01:45:11 GMT

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all i can say is 3 agt, and obliks scares me.... And fps on the map isent very high either, i think its due to having 100 structures for each team.

Subject: C&C_Egypt

Posted by [IRON FART](#) on Mon, 29 Mar 2004 01:55:00 GMT

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Sure he's only getting 13 FPS, but its a 40 player server... :rolleyes:

Subject: C&C_Egypt

Posted by [Fabian](#) on Mon, 29 Mar 2004 02:37:46 GMT

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what an awesome map. great job, titan.

Subject: C&C_Egypt

Posted by [Genocide](#) on Mon, 29 Mar 2004 02:47:03 GMT

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And the fact that at the moment im on a Geforce 2 MX 400..

Subject: C&C_Egypt
Posted by [OrcaPilot26](#) on Mon, 29 Mar 2004 02:55:08 GMT
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If Titan knows how to do vis then the map's FPS should work fine, of course if he doesn't.....

Subject: C&C_Egypt
Posted by [xptek_disabled](#) on Mon, 29 Mar 2004 03:55:00 GMT
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Quote:5. The gameplay is horrid. After having tested it out, it's n00b central. Not unlike "Renwarz" or whatever the fuck it's called.

I'd love to watch a nice game of you VS. 1ijac or Dogg, seeing you get slaughtered would be fun.

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 03:58:53 GMT
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That has absolutely nothing to do with this.

Subject: C&C_Egypt
Posted by [xptek_disabled](#) on Mon, 29 Mar 2004 04:00:04 GMT
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Well, then why the hell did you post about Renwarz being "n00b central"?

That had nothing to do with this either.. I figured I'd just respond to your irrelevant little comment.

Subject: C&C_Egypt
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 04:10:17 GMT
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That was in the other thread, not this one. Oddly enough they seem to have split off into two separate topics.

However could that be? :rolleyes:

Subject: C&C_Egypt
Posted by [xptek_disabled](#) on Mon, 29 Mar 2004 04:11:35 GMT

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It happened while I was posting this I guess.

Subject: C&C_Egypt

Posted by [flyingfox](#) on Mon, 29 Mar 2004 04:11:58 GMT

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My only beef with this map is it's a bit big for infantry and the construction yards seem to repair at too fast a rate. :-\

Subject: C&C_Egypt

Posted by [IRON FART](#) on Mon, 29 Mar 2004 04:17:20 GMT

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I just played the map. Heres my opinion:

Looks: 7/10 - Not much eyecandy to look at, but it is a desert so...

Gameplay: 8/10 - Need cooperation and needs to on a large server to be fun.

Design: 8/10 - There is lots of cover from base defences. So in a sense its like C&C_City. Lots of angles of attack which is good because it eliminates a lot of really gay camping.

The Conyard/Repair Facility thing wasn't a great idea. Partially because they are two entirely different structures. And partly because the Repair Facility looks like 4-poly plane which looks stupid just stuck in the ground.

If there was a way to increase the vehicle count up to like 10 for each team, that would be good too.

Its good for large servers.

My average FPS was 35-50.

Subject: C&C_Egypt

Posted by [xpontius](#) on Mon, 29 Mar 2004 17:16:30 GMT

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I played it last night, I found it, ...worthy

I especially like how you can drive a recon right up to the agt and if done right you can hide under it.

Only things I noticed was that the agts fired half way across the map to hit my apache (if thats what the armor is for)

The symbols on the walls dont look to egypt-like, more like central South American
Other than that its a good one gj.

Subject: C&C_Egypt
Posted by [Speedy059](#) on Mon, 29 Mar 2004 20:09:15 GMT
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I had 40 to 70 FPS through-out the game with 40+ people.

Subject: C&C_Egypt
Posted by [Apache](#) on Tue, 30 Mar 2004 05:25:57 GMT
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I like it! Definitly needs to be a bigger server for it to be really fun, but overally I think this is definitely one of the better maps that I've tried recently (not that I've played many, lol, Renegade is starting to take a hold over me again, I actually reinstalled it and the mod tools a couple of weeks back to play with a truck model that I made and a small drag strip to do a small "video" of sorts for a different forum that I visit, it was the truck model vs a camaro, and the truck kicked the crap outta the car, after that I dug up some of my old mod packages and astounded myself with some of the stuff I was doing earlier lol)

Subject: C&C_Egypt
Posted by [bighairybear](#) on Thu, 01 Apr 2004 16:59:08 GMT
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I think this map is nicely sized, Infantry can cover between the bases in under 2-3mins distance. Theres a good mixture over open areas, covered areas and tunnels. I like the way repair pad being linked to the construction yard.

As for people saying maps should be large massive areas. The vehicle limit screws up gameplay on theres lots on player. Take c&c_desertsiege, on a full server half the team just stand around waiting to buy a tank. I like the idea of having big maps but bigger maps need a bigger vehicle limit.
