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Subject: "Warning: You Are Leaving The Battle"  
Posted by [npsmith82](#) on Wed, 26 May 2004 02:12:57 GMT  
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Something that's always bugged me in renegade maps is that most people either have to put maps in a steep valley or have ghey invisible walls to stop people from exiting the map.

It shouldn't be hard for someone to make a script (like in BattleField 1942) where after you leave the boundaries it counts down 5 or 10 seconds with a warning, then gradually gives damage until you either die or return to the map.

Maybe this is already scripted for, timed delays and damage zones, pretty sure they're included in the latest scripts.dll

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Subject: "Warning: You Are Leaving The Battle"  
Posted by [Cypher \[PCNC\]](#) on Wed, 26 May 2004 04:31:12 GMT  
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It isn't even a matter of scripting....  
Just do invisible Tiberium fields (or visible ones) over the boundries of the map and that way the person will die.

Only problem is to define similar damage zones for vehicles and aircraft.

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Subject: Re: "Warning: You Are Leaving The Battle"  
Posted by [gibberish](#) on Wed, 26 May 2004 05:43:40 GMT  
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npsmith82It counts down 5 or 10 seconds with a warning, then gradually gives damage until you either die or return to the map.

How is that not a "ghey invisible wall" the only difference is one doesn't let you pass the other kills you (albeit with a countdown first). Ill take an invisible wall that stops me, over one that kills me any day.

If you don't want to have edges, your only choice is to wrap the map so that when someone goes off one side they come back on the other.

If anyone ever played Hexen (another FPS) at least one of the maps on there wrapped.

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Subject: "Warning: You Are Leaving The Battle"  
Posted by [Aircraftkiller](#) on Wed, 26 May 2004 06:27:22 GMT  
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The way I do it with RA is to try and cover up the invisible walls with logical barriers, such as forest borders, oceans, lakes, rivers, rocks, bushes, fences, etc... Anything that looks natural but doesn't give you that "I'm a hamper in a cage" feeling.

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Subject: "Warning: You Are Leaving The Battle"  
Posted by [z310](#) on Thu, 27 May 2004 03:46:00 GMT  
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The one and only Aircraftkiller is a logic freak j/k  
Thats why RenegadeAlert is gonna pwn when its done

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Subject: "Warning: You Are Leaving The Battle"  
Posted by [gibberish](#) on Thu, 27 May 2004 06:39:54 GMT  
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Its a good skill to have, however it is difficult to do this around the whole perimeter of the map, primarily because in the real world there is normally a way out of most places and it feels kinda odd when you can't find one.

For example you end up with things like a town with no roads in or out of it, or you do have roads, but they loop round and come back into town.

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Subject: "Warning: You Are Leaving The Battle"  
Posted by [nastym4n](#) on Thu, 27 May 2004 09:07:50 GMT  
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I think id give a shit if Renegade maps were worth looking at in the first place.

Unfortunately Ren maps just arent that good, in detail, texture and realism, so whats the point in making the edges look better?

I guess thats what WW thought when they were building the piece of shit maps that most of us play every day.

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Subject: "Warning: You Are Leaving The Battle"  
Posted by [cowmisfit](#) on Thu, 27 May 2004 10:33:08 GMT  
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Aircraftkiller Anything that looks natural but doesn't give you that "I'm a hamper in a cage" feeling.

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LOL

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Subject: "Warning: You Are Leaving The Battle"  
Posted by [Madtone](#) on Fri, 28 May 2004 02:01:10 GMT  
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Kinda reminds of of "The Truman Show".

Lol he could never leave the town no matter how much he tried!

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Subject: Re: "Warning: You Are Leaving The Battle"  
Posted by [Vitaminous](#) on Sat, 29 May 2004 18:23:52 GMT  
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npsmith82Something that's always bugged me in renegade maps is that most people either have to put maps in a steep valley or have ghey invisible walls to stop people from exiting the map.

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The only stupid thing about this is that the map actually mirrors itself when you get out of the borders, like a hypercube!

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