
Subject: Cydonia Mars Map. pics etc.

Posted by [Blazea58](#) on Wed, 22 Sep 2004 18:39:07 GMT

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I have always been interested in a particular area of Mars, so I decided I'd make a RenAlert map based in this area of Mars. I put a lot of hard work into the map, and I've known about this area since the release of the images, and I've always been fascinated in the thought that were not alone.

In 1976 the Viking got pictures of, (and have gotten even more up to 2001). The area itself, just seems to be artificial to be done with wind or erosion, which many speculate still to this day. Scientists analyzed the pictures, and discovered a lot of the area had Pyramids similar to the ones we have in Egypt. With 100% straight edges, and all being symmetrical. There is also one called the D&M pyramid, and it's 5-sided, and all the edges match up equally.

There is a large area that is situated west where there is what looks like an ancient city. It has 4 main pyramids, and other features that look like mounds.

The face is where the most interest is on. It is to the north east, and is 1500 feet in high. It has perfectly straight edges around the outside of the area, then in the middle you can almost perfectly see two eye sockets, a nose, and part of a lip. Mars is billions of years old, so it is possible that these have been eroded so much that most of the key features are gone.

Well that's the story about it, I just thought for some that don't know about it, there is the information for you so you know what I did with it.

My map however only features the areas I have the most interest in, and a lot of it is squished into a smaller radius so it is more action packed. This will have just a barracks each, and a silo, as well as spawning vehicles to roam the terrain.

Here is my picture of it, with a couple real pictures to compare the areas.

I only focused on the city, D&M pyramid, and the face. Other features I added myself, to make it more thrashed up.

just more reference.

If anyone has any Mars textures, I know Aircraftkiller did for the old CNC Mars, but perhaps there are better ones around. I've been looking all over the net, and haven't stumbled across any good ones yet. So that's my main concern at this point, is getting it textured properly.

Subject: Cydonia Mars Map. pics etc.
Posted by [Naamloos](#) on Wed, 22 Sep 2004 19:20:57 GMT
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Will infantry be able to jump higher?

Subject: Cydonia Mars Map. pics etc.
Posted by [Blazea58](#) on Wed, 22 Sep 2004 20:09:23 GMT
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Naamloos Will infantry be able to jump higher?

Yea maybe, i still haven't decided on that part yet. I did however texture it simply with the ones provided from Renalert, but I'm still in need of better ones.

As you can tell it looks pretty basic, and not much to it with these textures. I want to have it blended with atleast 5 different textures according to hight.

Subject: Cydonia Mars Map. pics etc.
Posted by [Pendulum](#) on Wed, 22 Sep 2004 20:54:45 GMT
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it looks nice! I have also put in a lot of thought about this face. Perhappes one day we will meet its creators, if they still exist.

Subject: Cydonia Mars Map. pics etc.
Posted by [OrcaPilot26](#) on Wed, 22 Sep 2004 21:17:39 GMT
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ummm... why would there be a human face on Mars? that terrain feature has probably existed for much longer than humans, and from different angles it's obviously just a hill.

I just don't understand why people jump to conclusions (same thing with the UFOs, what evedience is there really that they are made by aliens)

The map's pretty good though, someone actually tries to make another map set on Mars.

Subject: Cydonia Mars Map. pics etc.
Posted by [Doitle](#) on Wed, 22 Sep 2004 23:03:00 GMT

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I bet that a human skull was launched into space on accident during the Black Plague because it was plagued and they tried to put it in a trebuchet to launch far away into current day France. Anyhow the skull reached escape velocity and was launched into space. It flew a tad, and crash landed on mars face up. Over the centuries to come, it got slowly covered in red mars dust, of the finest grain which allowed the features below to be clearly seen and magnified.

That's my Theory on the matter.

Subject: Cydonia Mars Map. pics etc.
Posted by [Renardin6](#) on Wed, 22 Sep 2004 23:08:31 GMT
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yeah...

Subject: Cydonia Mars Map. pics etc.
Posted by [YSLMuffins](#) on Thu, 23 Sep 2004 01:37:07 GMT
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lol

When I first saw those pictures, I was really scared...

How will you be doing the atmosphere for this map?

Subject: Cydonia Mars Map. pics etc.
Posted by [sniper12345](#) on Thu, 23 Sep 2004 08:52:43 GMT
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^ Ambients would help a lot in this map, I think.

Subject: Cydonia Mars Map. pics etc.
Posted by [Madtone](#) on Thu, 23 Sep 2004 11:03:44 GMT
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OrcaPilot26ummm... why would there be a human face on Mars? that terrain feature has probably existed for much longer than humans, and from different angles it's obviously just a hill.

I just don't understand why people jump to conclusions (same thing with the UFOs, what evidence is there really that they are made by aliens)

The map's pretty good though, someone actually tries to make another map set on Mars.

Another idea could be that possibly we are the second generation of humans, maybe life existed the same way as it did in the egyptian times on mars trillions of years ago. Then the all life died on mars and at some other point int he future life started on Earth and began its second generation and have now exceeded our 1st generation in life.

Who the hell knows, its all just *best guess*.

Subject: Cydonia Mars Map. pics etc.

Posted by [Blazea58](#) on Thu, 23 Sep 2004 12:38:20 GMT

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ummm... why would there be a human face on Mars? that terrain feature has probably existed for much longer than humans, and from different angles it's obviously just a hill.

A hill you say.

Well i have seen dozens of pictures of the face, even 3d renderes done with data from the original pictures. If it is billions of years old, you dont perhaps think there is a small possibility that there was an old civilization there?

I just don't understand why people jump to conclusions (same thing with the UFOs, what evidence is there really that they are made by aliens)

The same reason why we explore the universe to find out what we don't know. There is so much to life that we will never know, and our belifs would change alot if there was any discoveries, even if it was just a microbe on mars, it would still prove were not alone

The map's pretty good though, someone actually tries to make another map set on Mars.[/quote]

Another idea could be that possibly we are the second generation of humans, maybe life existed the same way as it did in the egyptian times on mars trillions of years ago. Then the all life died on mars and at some other point int he future life started on Earth and began its second generation and have now exceeded our 1st generation in life.

Yea thats almost exactly what i belive. I just don't think there is any way this area of mars is natural, and thats only 1% of the planet.

Scientists analized the rocks, and information, to discover an ancient sea. The blue areas, represent where there once was water, as many people may know there is even solar ice caps there, just waiting to melt in another million years lol, and as scientists belive, "Where there is water, There is life".

I still need to find textures though, plus i always find this type of thing facinating, and like to hear what everyone else thinks etc.

Subject: Cydonia Mars Map. pics etc.
Posted by [Aircraftkiller](#) on Thu, 23 Sep 2004 15:44:28 GMT
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There was life on Mars. A lot of other planets, as well. You'll see what I'm saying as truth when they look at Venus, Jupiter and its moons, Neptune and its moons, Uranus, and even Mercury.

Life is not limited to carbon-based forms, or physical entities.

Subject: Cydonia Mars Map. pics etc.
Posted by [Naamloos](#) on Thu, 23 Sep 2004 15:54:02 GMT
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Add some hidden allien tunnels in the "pyramids"

Edit: Scrin?

Subject: Cydonia Mars Map. pics etc.
Posted by [Oblivion165](#) on Thu, 23 Sep 2004 16:29:22 GMT
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Moon Landing was bullshit anyway. There are radiation belts outside of earth that would of killed any human that went through them before they got to the other side.

To safely make it through they would of had to have 5 foot thick lead walls.
Which they didnt.

We got the hubble, that can see galaxies millions of miles away, but we still cant see the landing zone....Right.

Anyway, the "skull" is a massive mountain that just has shade on it. Thats it.

The village is just mountains too.

Subject: Cydonia Mars Map. pics etc.
Posted by [Naamloos](#) on Thu, 23 Sep 2004 17:47:43 GMT
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Those picture's gave me a few idea's and i tried to make something myself, except i got a texture problem (see my topic).

Subject: Cydonia Mars Map. pics etc.

Posted by [OrcaPilot26](#) on Thu, 23 Sep 2004 19:19:21 GMT

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oblivion165Moon Landing was bullshit anyway. There are radiation belts outside of earth that would of killed any human that went through them before they got to the other side.

To safely make it through they would of had to have 5 foot thick lead walls.
Which they didnt.

We got the hubble, that can see galaxies millions of miles away, but we still cant see the landing zone....Right.

Heh, that's funny, because they're still using the laser reflectors placed on the Moon by the Apollo Astronauts to measure its exact distance from the Earth. And how would you explain why thousands of people worked on the project, sooner or later the truth would've been leaked. Not to mention, how would they be able to perfectly simulate low gravity and a vacuum.

About the radiation belts, as long as the spacecraft doesn't stay in the worst parts for too long the occupants would hardly be harmed (of course a mission to Jupiter would be a different story).

AircraftkillerThere was life on Mars. A lot of other planets, as well. You'll see what I'm saying as truth when they look at Venus, Jupiter and its moons, Neptune and its moons, Uranus, and even Mercury.

Life is not limited to carbon-based forms, or physical entities.

What?look at the definition of life:

life

n. pl. lives

1. The property or quality that distinguishes living organisms from dead organisms and inanimate matter, manifested in functions such as metabolism, growth, reproduction, and response to stimuli or adaptation to the environment originating from within the organism.

What you speak of is something else entirely. The only places that even have a chance for life to exist are:

Mars-There's substantial evidence to support this, but all the life is microbial (It may have even come from Earth)

Europa (Jupiter)-The tides of jupiter have probably keep its interior heated to produce

hydrothermal vents and melt the ice.

Titan (Saturn)-It's a long shot, and the life would have to be methane based, but we'll find out when Huygens lands next January.

It's likely Venus had life in the past and that the ice on the Jovian moons will melt in the future, forming ocean worlds.

I'm not saying I disagree with Aircraftkiller though, there could be other "entities" out there that are completely different from what we call life.

Subject: Cydonia Mars Map. pics etc.

Posted by [Oblivion165](#) on Thu, 23 Sep 2004 19:56:47 GMT

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Ok first of all the low gravity is easily simulated with camera tricks, slowing down frame rate will make that effect. Also satellites do go in space, and they can drop objects, and such. And yes we can go out of the gravitational pull, but not too far out or you will die.

Also download the original air time, and watch the footage. You will see a hill that they were walking down, and it has a rock on it. 5 minutes later they show more footage, and the camera is in the exact same place, the hill matches the other frame 100 percent, except the rock is now gone.

And speaking of leaks, there were, everyone everywhere was talking about how it was fake. And amazingly the men that "went" there mysteriously died all within a few years after they came back. This is so no deathbed confessions could be made.

Look at this site, it shows a lot of evidence <http://www.batesmotel.8m.com/>
There are plenty of websites like that, but it was the first one I found.

Subject: Cydonia Mars Map. pics etc.

Posted by [OrcaPilot26](#) on Thu, 23 Sep 2004 21:05:15 GMT

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There's also many websites that prove they weren't faked

<http://www.braeunig.us/space/hoax.htm>

<http://www.uwgb.edu/dutchs/PSEUDOSC/ConspiracyTheoryDidWeGototheMoon.htm>

<http://www.badastronomy.com/bad/tv/foxapollo.html>

<http://www.thekeyboard.org.uk/Did%20we%20land%20on%20the%20Moon.htm>

Subject: Cydonia Mars Map. pics etc.
Posted by [htmlgod](#) on Thu, 23 Sep 2004 22:47:38 GMT
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oblivion165And amazingly the men that "went" there mysteriously died all within a few years after they came back. This is so no Death bed confessions could be made.

Lol. Since you mention it, 9 of the 12 brave men who walked on the moon are still living. Next time try to pretend you're not so naive as to believe everything you're told.

Subject: Cydonia Mars Map. pics etc.
Posted by [Blazea58](#) on Sat, 25 Sep 2004 00:08:09 GMT
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So is anyone able to get me some mars textures? ive looked everywhere and most of them have the bumps and dips in them, i even went to the extent of looking through the nasa website, but there wasent any worth it.

Renalert textures are okish, but just doesnt look like a martian surface using those ones. I tried creating my own, but that was a failed attempt to, so if anyone has any textures which are kinda like dirt, then send them over so i can try them out.

Thanks.

Subject: Cydonia Mars Map. pics etc.
Posted by [Sanada78](#) on Sat, 25 Sep 2004 00:21:02 GMT
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I created this in PS while messing with the filters, seeing what they did.

<http://www.n00bstories.com/image.fetch.php?id=1388245089>

It's actually in a 1024x1024 format, just made it smaller for viewing. The colours are wrong, but you could make it tinted red or something. I might use it in a UT2004 map if I ever do one.

Subject: Cydonia Mars Map. pics etc.
Posted by [Spice](#) on Sat, 25 Sep 2004 00:21:29 GMT
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Take dirt texture's and give it an oragish color to it in photoshop. That would work.

Subject: Cydonia Mars Map. pics etc.
Posted by [icedog90](#) on Sat, 25 Sep 2004 02:40:08 GMT
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oblivion165Ok first of all the low gravity is easily simulated with camera tricks, slowing down frame rate will make that effect. Also satellites do go in space, And they can drop objects, and such. And yes we can go out of the gravitational pull, but not too far out or you will die.

Also download the original air time, and watch the footage. You will see a hill that they were walking down, and it has a rock on it. 5 minutes later they show more footage, and the camera is in the exact same place, the hill matches the other frame 100 percent, except the rock is now gone.

And speaking of leaks, there were, everyone everywhere was talking about how it was fake. And amazingly the men that "went" there mysteriously died all within a few years after they came back. This is so no Death bed confessions could be made.

Look at this site, it shows a lot of evidence <http://www.batesmotel.8m.com/>
There are plenty of websites like that, but it was the first one I found.

Enough with the conspiracy shit. Sometimes you can be such a nut about everything. It's so funny how you're trying to prove that we "never" went on the moon, when there's SO much stuff that backs it up. Also, explain how we got all the information we have from the moon, and why we would waste a lot of money on all of those shuttles and trainings.

Subject: Cydonia Mars Map. pics etc.
Posted by [Ferhago](#) on Sat, 25 Sep 2004 03:57:28 GMT
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"I think the surest sign of intelligent life elsewhere is that none of it has tried to contact us"

Subject: Cydonia Mars Map. pics etc.
Posted by [Vitaminous](#) on Sat, 25 Sep 2004 06:16:43 GMT
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htmlgodLol. Since you mention it, 9 of the 12 brave men who walked on the moon...

Lol, if you have a chance, go ask them if they really walked on the Moon, they'll either punch you or ignore you.

And it was proven...

Subject: Cydonia Mars Map. pics etc.
Posted by [Spice](#) on Sat, 25 Sep 2004 06:50:06 GMT

Besides we can go there now and that is all that really matters. Either way you think.

Subject: Cydonia Mars Map. pics etc.

Posted by [Blazea58](#) on Sat, 25 Sep 2004 12:42:48 GMT

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No going to the moon was not faked, to think that is pretty crazy. There is over 20,000 pictures from the apollo missions, and there is just no point to fake something like going to the moon. Neil armstrong was very talkative, and almost told to much information in most cases. Neil was responsible for most of the tasks, because he was a very skilled and well trusted person.

They did go to the moon, and how can it be faked if they came down in the capsule from space? So does that mean they stage it? invite hundreds of thousands of people to see the landing, of a faked craft? lol.

Neil armstrong lived on, as well as the others who went to the moon, so what are you talking about oblivion, just facts you read on some site from some guy with no education?

You need to do more research before you blurt something as crazy as we never have been to the moon.

On July 20, 1969, Neil Armstrong became the first man to step onto the surface of the Moon. He was followed by Edwin Aldrin, both of the Apollo 11 mission. The astronauts also experienced gravitational differences. The moon's gravity is one-sixth that of the Earth's; a man who weighs 180 lbf (pound-force) on Earth weighs only 30 lbf on the Moon. (The equivalent metric weight (or force) is the Newton, where 4.45 Newtons equal one pound-force.)

The Apollo and Luna missions returned 382 kilograms (840 pounds) of rock and soil from which three major surface materials have been studied: the regolith, the maria, and the terrae. Micrometeorite bombardment has thoroughly pulverized the surface rocks into a fine-grained debris called the regolith. The regolith, or lunar soil, is unconsolidated mineral grains, rock fragments, and combinations of these which have been welded by impact-generated glass.

Mass (kg) 7.349e+22

Mass (Earth = 1) 1.2298e-02

Equatorial radius (km) 1,737.4

Equatorial radius (Earth = 1) 2.7241e-01

Mean density (gm/cm³) 3.34

Mean distance from Earth (km) 384,400

Rotational period (days) 27.32166

Orbital period (days) 27.32166

Average length of lunar day (days) 29.53059

Mean orbital velocity (km/sec) 1.03

Orbital eccentricity 0.0549

Tilt of axis (degrees) 1.5424

Orbital inclination (degrees) 5.1454
Equatorial surface gravity (m/sec^2) 1.62
Equatorial escape velocity (km/sec) 2.38
Visual geometric albedo 0.12
Magnitude (Vo) -12.74
Mean surface temperature (day) 107°C
Mean surface temperature (night) -153°C
Maximum surface temperature 123°C
Minimum surface temperature -233°C

There thats the facts you think you know about peoples heads exploding like in the movies.

Subject: Cydonia Mars Map. pics etc.
Posted by [Aircraftkiller](#) on Sat, 25 Sep 2004 15:46:43 GMT
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<http://space.about.com/cs/basics/a/bodyvacuum1.htm>

Subject: Cydonia Mars Map. pics etc.
Posted by [icedog90](#) on Sat, 25 Sep 2004 16:19:05 GMT
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Aircraftkiller<http://space.about.com/cs/basics/a/bodyvacuum1.htm>

Interesting.

Subject: Cydonia Mars Map. pics etc.
Posted by [Genocide](#) on Sat, 25 Sep 2004 16:22:25 GMT
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About the textures, i have made a few by mixing real surface screenshots of mars into textures, heres a screen showing a few of them.

If you want them PM me.

Subject: Cydonia Mars Map. pics etc.
Posted by [icedog90](#) on Sat, 25 Sep 2004 16:27:39 GMT
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Looks pretty good, although it tiles a lot. No worries, Blazea is crazy with his alpha blending.

Subject: Cydonia Mars Map. pics etc.

Posted by [Blazea58](#) on Sat, 25 Sep 2004 20:51:16 GMT

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[quote="Genocide"]About the textures, i have made a few by mixing real surface screenshots of mars into textures, heres a screen showing a few of them.

If you want them PM me.

Those do look quite good man, i like the look.

However my brother looked in his doom3 folder and found some more mars textures that they used which alot are pretty nice. If you can just post screenshots of the actual textures, i can just save them

I'm pretty much done all the terrain work, ive shaped it alot more, the face is much more visible as well from above. I've also got a Ufo model im going to add crashed into the ground for effect.

this isent the same terrain, i just loaded the model to this so you can see it better

Well thats all for now, i just need to texture it , and add a crapload of rocks and boulders to the map.

Subject: Cydonia Mars Map. pics etc.

Posted by [PCWizzardo](#) on Mon, 27 Sep 2004 22:25:24 GMT

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Don't know if using id's textures is legal, but the easy way to get them is to rename pak00.pak (or whatever the name is) to .zip and open it - .pak files are really .zip files.

Subject: Cydonia Mars Map. pics etc.

Posted by [Blazea58](#) on Mon, 27 Sep 2004 22:48:47 GMT

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PCWizzardoDon't know if using id's textures is legal, but the easy way to get them is to rename pak00.pak (or whatever the name is) to .zip and open it - .pak files are really .zip files.

Since when did Id software ever say that their textures cannot be used in conjunction with other games. Lots of games share the same textures, as some are just to common.

If they want to sue me , fine so be it, they will get 2 cents from it.

Ive just been so caught up with the sims 2, that i haven't had any time to even get passed the stage i was at 5 days ago lol.

I just gotta get a good day, texture it then add all the objects etc.
I'm thinking ill just make a new ufo model, as the one above is pretty poorly designed.

Subject: Cydonia Mars Map. pics etc.
Posted by [icedog90](#) on Mon, 27 Sep 2004 23:28:41 GMT
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Sims 2 = rocks.

Subject: Cydonia Mars Map. pics etc.
Posted by [Blazea58](#) on Tue, 28 Sep 2004 05:28:30 GMT
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icedog90Sims 2 = rocks.

Its so much like the old ones, im already getting bored of playing it lol.

I went ahead, and textured the map. Earlier i had some major texture problems, because the textures were either to bright or to dark. I went in photoshop, and toned them all down, making them the same blend of texture, so now i think its ready for the spawn points and a quick test, then ill redo the texturing as usual and add the buildings, as well as the objects.

I always texture my maps a few times, so i get more ideas on how to blend it, and where etc, this way it looks the best i can get it when i blend for the 3rd time.

Id like to perhaps replace the moon texture with a texture Of one of jupiters moons, so more blueish with lots of cracks in it representing thick ice etc.

If its an easy change ill do it, but im not sure. Id also like to have other planets within the sky shader, so if anyone knows more info on that subject give me a pm or something.

This was taken about 50 metres away from the edge of the map. The backdrop extends another 700 metres from the edge.

Thats the face, hard to see with the fog, but you can clearly see the indents for the eyes and mouth.

Thats just a large dip created from large peices of rock getting tossed in the wind.

And of course i can't leave out the above view. Don't mind the crap scaling because with the fog you wont even notice the difference ingame.

Subject: Cydonia Mars Map. pics etc.
Posted by [Spice](#) on Tue, 28 Sep 2004 06:24:35 GMT
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Wow that is looking great. I tried changing the moon texture awhile back but couldn't find the texture for it , good luck though.

Subject: Cydonia Mars Map. pics etc.
Posted by [drunkill](#) on Tue, 28 Sep 2004 06:29:03 GMT
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looks good, but why odnt you just have the sun? or unless you like the darkness, then have the moon, but not an icr moon, make it one of mars' moons.
And you have snow :/ would be good if you could make it dust. And also if the fog could be brown so it looks like dust, oh well.
How big is the map? well the playing zone, not the backdrops.

Subject: Cydonia Mars Map. pics etc.
Posted by [Blazea58](#) on Tue, 28 Sep 2004 10:09:15 GMT
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drunkilllooks good, but why odnt you just have the sun? or unless you like the darkness, then have the moon, but not an icr moon, make it one of mars' moons.
And you have snow :/ would be good if you could make it dust. And also if the fog could be brown so it looks like dust, oh well.
How big is the map? well the playing zone, not the backdrops.

Yea i wish i could make dust storms , rather then just a layer of fog. Im still trying to figure out ways to have either tiny particles flying around, or the wind moving the layers of fog around as you walk etc.

The map playing surface is 550x500 metres aproximently.

Subject: Cydonia Mars Map. pics etc.
Posted by [pulverizer](#) on Tue, 28 Sep 2004 10:19:10 GMT
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it looks very good. keep up the good work.

Subject: Cydonia Mars Map. pics etc.
Posted by [Blazea58](#) on Tue, 28 Sep 2004 23:08:22 GMT
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If anyone could help out on the Level edit, that would be great, as my Level edit has gone corrupt, and i think i need to reinstall it. Anyone who enjoys doing the Level edit stages of a map, give me a Pm, and ill send the map to you.

All i want , is an ingame test, and i just can't get it to work, so perhaps someone can just chuck a few rangers/hummers and spawners into it.

I want it for both renegade and renalert, so the choice would be yours, as well as where everything goes etc.

Well otherwise, i think it will be another month before i sort out my level edit problems, as its been acting up on me lately.

Subject: Cydonia Mars Map. pics etc.
Posted by [tooncy](#) on Tue, 28 Sep 2004 23:48:23 GMT
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icedog90Sims 2 = rocks.

You like The Sims!?!?!?

Subject: Cydonia Mars Map. pics etc.
Posted by [Naamloos](#) on Wed, 29 Sep 2004 16:00:39 GMT
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Blazea58 Id like to perhaps replace the moon texture with a texture Of one of jupiters moons, so more blueish with lots of cracks in it representing thick ice etc.

If its an easy change ill do it, but im not sure. Id also like to have other planets within the sky shader, so if anyone knows more info on that subject give me a pm or something.

Hmm... can't you just make a .dds of a planet then rename it like the moon texture? :oops:

Subject: Cydonia Mars Map. pics etc.
Posted by [sniper12345](#) on Thu, 30 Sep 2004 03:08:30 GMT
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tooncyicedog90Sims 2 = rocks.

You like The Sims!?!?!?

Yes, me too :oops:

Subject: Cydonia Mars Map. pics etc.
Posted by [icedog90](#) on Thu, 30 Sep 2004 03:39:57 GMT
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sniper12345tooncyicedog90Sims 2 = rocks.

You like The Sims!?!?!?

Yes, me too :oops:

LIKE!?!?!? OWNAGE>!?!?!?

Subject: Cydonia Mars Map. pics etc.
Posted by [Blazea58](#) on Fri, 01 Oct 2004 03:39:04 GMT
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I worked alot more on the map recently, and worked out my Level edit problem somewhat. I now have a fairly decent beta of the map, with low gravity vehicles. The gravity is set to 0.80, instead of 2.25, so there is a huge difference now when you drive. Infantry is set to jump normally for now though.

I plan on having the final version with the lowest visibility i can create, because on mars there is so many dust storms going on that, you usually cant see very far. Right now its set so you can see 200 meters with the fog, but i want it more like 50 when im done with it lol.

I still also need to add tons of boulders, as my fps is doing fine even as is, with the background of the map being 5 times larger then the actual play area, there isn't much fps dropping yet. So i plan on shortening the distance to a mear 150-200 metres, and having lots of fog, and Tons and tons of rocks and boulders.

Anyways, if you would like to try the beta of it, umm i gotta find a place to upload it lol, otherwise you can page me on Aim (Blazea58) and i can send it to you from there.

Here is a shot from my earlier test with lots of visibility. Just shows more distance.

Burning out on the sand, due to low gravity.

Hoss was having fun jumping out of vehicles in mid air.

Just me doing a Phat endo

Good view

The sad ending.

Subject: Cydonia Mars Map. pics etc.
Posted by [Aircraftkiller](#) on Fri, 01 Oct 2004 06:25:57 GMT
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Mars has a small atmosphere, I don't get where you think the clouds would come from. There should be no clouds in the sky.

Subject: Cydonia Mars Map. pics etc.
Posted by [Blazea58](#) on Fri, 01 Oct 2004 11:56:29 GMT
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lol the clouds were basically just added to make it a tad darker, yet keeping the same glow in the sky, as 19:30, was what i used, and if i had any more then it would turn into a darkish blue sky

When im done with it, ill take that advise though, as i wasen't quite thinking lol.

Subject: Cydonia Mars Map. pics etc.
Posted by [drunkill](#) on Fri, 01 Oct 2004 13:50:12 GMT
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Quote:Mars has about 1/3 the gravity of Earth.
Make the gravity 1/3 of what it usally is, then its exactly like Mars.

Aircraftkiller, Mars does have clods, but they are Very thin, not here like on earth where you can spot a cloud easy, its hard because they are high up, and thin. There also red/pink so the blend in with the atmosphere.

Blazea, if you want rocks, put them in, in lots of different sizes, Big and small.

And maybe a meteor? A largish Crater, with the meteor gone, seeming they explode and scatter, make it just like a blast crater, with scorch marks.

But the map looks very cool and promising. Keep up the work.

Subject: Cydonia Mars Map. pics etc.

Posted by [Jecht](#) on Fri, 01 Oct 2004 16:34:44 GMT

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Blazea pwns at mapmaking.

Subject: Cydonia Mars Map. pics etc.

Posted by [Blazea58](#) on Fri, 01 Oct 2004 21:17:07 GMT

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Quote: Blazea, if you want rocks, put them in, in lots of different sizes, Big and small.

And maybe a meteor? A largish Crater, with the meteor gone, seeming they explode and scatter, make it just like a blast crater, with scorch marks.

But the map looks very cool and promising. Keep up the work.

Yea every single rock will be different, as i have a really good technique for doing that. A meteor sounds good, i already have many large craters, where i could just add a large meteor like rock, and many boulders as well.

I guess i have alot more work to do then i expected, like usual. [/quote]

Subject: Cydonia Mars Map. pics etc.

Posted by [icedog90](#) on Fri, 01 Oct 2004 22:11:56 GMT

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Wow, you finally found out how to work the "quote" code!

Subject: Cydonia Mars Map. pics etc.

Posted by [SioxerNic](#) on Tue, 05 Oct 2004 09:19:46 GMT

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Hey i know im stuffed up with work..... but i could make a Unidentified Flying Object (UFO) for you. If you not allready done the map.

but anyway....

THATS A F*CKING COOL MAP.....

You rock

Subject: Cydonia Mars Map. pics etc.

Posted by [Blazea58](#) on Wed, 06 Oct 2004 12:32:29 GMT

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SioxerNicHey i know im stuffed up with work..... but i could make a Unidentified Flying Object (UFO) for you. If you not already done the map.

Yea if you would like to give it a go, id be more then happy to add it, as i couldn't come up with a fair design, plus other people were saying to make it enterable etc, so i just don't know what i want exactly.

Im 50% done adding boulders and rocks, there is around 200 right now, and im adding another 300 ish to the map. The rocks average between 10-36 polygons tops, per peice. The Maps polygon count still sits at 15,000 so i can still do a fair amount to the map.

Subject: Cydonia Mars Map. pics etc.

Posted by [Oblivion165](#) on Thu, 07 Oct 2004 07:15:00 GMT

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PCWizzardoDon't know if using id's textures is legal, but the easy way to get them is to rename pak00.pak (or whatever the name is) to .zip and open it - .pak files are really .zip files.

Responce is quite late because i wasnt reading this thread, but i dont think they would mind, especially since they released the source.

Subject: Cydonia Mars Map. pics etc.

Posted by [SioxerNic](#) on Thu, 07 Oct 2004 09:50:51 GMT

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I know wich kin ill do... it wont be a round saucer..... since we decided to implement space maps in the BfD mod i began to draw ships... ill take one of them.. destroy it... and make a interior.. hehe.... ill give it a functioning canon.... if thats ok???

Subject: Cydonia Mars Map. pics etc.
Posted by [SioxerNic](#) on Sun, 10 Oct 2004 21:10:21 GMT
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This Heavy Destroyer.. would anyone see that in that map???
im going to destroy it now

Subject: Cydonia Mars Map. pics etc.
Posted by [Dante](#) on Sun, 10 Oct 2004 22:16:11 GMT
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the texture on the back of it (i think its the back..) looks VERY stretched

Subject: Cydonia Mars Map. pics etc.
Posted by [SioxerNic](#) on Mon, 11 Oct 2004 07:59:44 GMT
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now... but i know how to change that.... it wont be shown on the destroyed model.: (those where the only textures i had)

Subject: Cydonia Mars Map. pics etc.
Posted by [Blazea58](#) on Mon, 11 Oct 2004 08:19:03 GMT
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Yea thats a great model, looks just right for a map like this, and would add alot more fun to it.

You dont gotta destroy it really though, as is looks fine, either way, it looks pretty nice.

Subject: Cydonia Mars Map. pics etc.
Posted by [SioxerNic](#) on Mon, 11 Oct 2004 08:21:42 GMT
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can someone make the interior??

Subject: Cydonia Mars Map. pics etc.
Posted by [Spice](#) on Mon, 11 Oct 2004 08:28:55 GMT
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Just add some crates around it and some pipes then he can add a dark colored alpha channel on

the ground around it.

It looks awesome. Did you make those textures?

Subject: Cydonia Mars Map. pics etc.
Posted by [SioxerNic](#) on Mon, 11 Oct 2004 10:34:58 GMT
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EXdeath7Just add some crates around it and some pipes then he can add a dark colored alpha channel on the ground around it.

It looks awesome. Did you make those textures?

no didnt make em... but i did the uvw.... its made up by two textures... both from the game emperor: battle for dune
and roger about the crates and pipes... but interior... NOT ME

Subject: Cydonia Mars Map. pics etc.
Posted by [SioxerNic](#) on Mon, 11 Oct 2004 14:41:26 GMT
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üdated the piicture... like it better

Subject: Cydonia Mars Map. pics etc.
Posted by [visorneon](#) on Mon, 11 Oct 2004 19:21:55 GMT
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Ferhago"I think the surest sign of intelligent life elsewhere is that none of it has tried to contact us" who knows they may have, just like we have tried and failed.

Subject: Cydonia Mars Map. pics etc.
Posted by [xptek](#) on Mon, 11 Oct 2004 19:36:42 GMT
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The textures look really stretched.

Subject: Cydonia Mars Map. pics etc.
Posted by [SioxerNic](#) on Mon, 11 Oct 2004 19:51:31 GMT
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didnt have anyother textures.....

Subject: Cydonia Mars Map. pics etc.
Posted by [cheesesoda](#) on Mon, 11 Oct 2004 19:54:54 GMT
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Emperor: Battle for Dune mod? Eww. I played the game once, and it was horrible.

Subject: Cydonia Mars Map. pics etc.
Posted by [YSLMuffins](#) on Mon, 11 Oct 2004 20:34:16 GMT
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I'd love to see an Emperor/Renegade mod...

Subject: Cydonia Mars Map. pics etc.
Posted by [icedog90](#) on Mon, 11 Oct 2004 20:41:07 GMT
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SioxerNicEXdeath7Just add some crates around it and some pipes then he can add a dark colored alpha channel on the ground around it.

It looks awesome. Did you make those textures?

no didnt make em... but i did the uvw.... its made up by two textures... both from the game emperor: battle for dune
and roger about the crates and pipes... but interior... NOT ME

I highly suggest you unwrap it. It's easy and makes it a hell of a lot better.

Subject: Cydonia Mars Map. pics etc.
Posted by [SioxerNic](#) on Tue, 12 Oct 2004 07:10:04 GMT
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no time.. no texture.... and no texture creation experience... tell me what to do then??

also... we are creating a BfD mod
check my signature

Subject: Cydonia Mars Map. pics etc.

Posted by [YSLMuffins](#) on Tue, 12 Oct 2004 20:22:29 GMT

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Those models you posted need a LOT of work with the texture...

Subject: Cydonia Mars Map. pics etc.

Posted by [SioxerNic](#) on Wed, 13 Oct 2004 20:36:38 GMT

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i know... but got no tex experience... cant texture...

anyway.. blazea told me he might add something else instead.. ill let him say it

Subject: Cydonia Mars Map. pics etc.

Posted by [Blazea58](#) on Mon, 18 Oct 2004 09:09:26 GMT

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Well i finally got this map to the point where all i need to do is the level edit work, and a few texture changes.

I'm going to try and get this out for both renegade and Renalert, and have them both similar.

This will be a classic Deathmatch, but with rangers and supply trucks to cruise around in. And for renegade it would be cargo trucks, and buggies.

Here are a few screenshots from where its at right now. Ive gone and added exactly 184 rocks and boulders to the map, and they weigh in at 4500 polygons total, so its pretty much worth the detail. The full polygon count sits at 16,500, so there is still alot of room to add more to it if needed.

<http://www.n00bstories.com/image.fetch.php?id=1332601036>

<http://www.n00bstories.com/image.fetch.php?id=1267209996>

Far away with less fog.

<http://www.n00bstories.com/image.fetch.php?id=1097611064>

No fog , and zoomed out.

<http://www.n00bstories.com/image.fetch.php?id=1168549256>

<http://www.n00bstories.com/image.fetch.php?id=1394778358>

Subject: Cydonia Mars Map. pics etc.

Posted by [Chronojam](#) on Mon, 18 Oct 2004 17:37:42 GMT

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Hooray. I'm glad you posted the updates here =D

Subject: Cydonia Mars Map. pics etc.
Posted by [PCWizzardo](#) on Tue, 19 Oct 2004 03:17:31 GMT
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Make sure to increase the traction settings on the vehicles to offset the lower gravity! Also reduce the Spring Constant to make it springier.

Subject: Cydonia Mars Map. pics etc.
Posted by [Blazea58](#) on Tue, 19 Oct 2004 04:35:52 GMT
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PCWizzardoMake sure to increase the traction settings on the vehicles to offset the lower gravity!
Also reduce the Spring Constant to make it springier.

Yea i already have the vehicles setup perfectly for it, and around 1/3 of earths gravity. The spring constant has been pushed down 10-20,000 for them , as well as 2.000 for traction on most, if not more.

Good idea non the less, ill make sure i test it out before hand.

The only problem is that i was going to get the beta for renegade and renalert tonight, but i needed someone to make me an object.ddb mod with low gravity infantry, because its been a while and i have forgotten how.

All i would need is all the infantry to either have 0.80 gravscale, or the jump hight being changed aproximently with the same effects.

I do have stalgren working on one, but it wont be done till tommorrow, and i didnt really tell him how i needed it.

So yea if anyone can make one in a matter of an hour that would be cool, and your choice, either renegade or renalert, depending on what you have, because im doing it for both games.

Subject: Cydonia Mars Map. pics etc.
Posted by [Blazea58](#) on Wed, 20 Oct 2004 05:57:27 GMT
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Well i almost have both versions complete, i just need to do a few more things to finalize it.

Stalgren did a very nice job at replacing the moon texture with something similar to earth, so it really does add to the experience. Both maps will fully release on friday, and ill have them uploaded to a website hopefully be then also.

Here is the new replacement.

Subject: Cydonia Mars Map. pics etc.
Posted by [Spice](#) on Wed, 20 Oct 2004 07:16:57 GMT
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Awwsome , What was the name of the moon texture?

Subject: Cydonia Mars Map. pics etc.
Posted by [drunkill](#) on Wed, 20 Oct 2004 11:00:09 GMT
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Very cool. Hope you get that Objects.dbs thingy, and make it so its not that the jump is higher, but so the gravity is lower, if possible, then iff you fall off a cliff or somthing, you would fall slower.

Subject: Cydonia Mars Map. pics etc.
Posted by [Vitaminous](#) on Wed, 20 Oct 2004 22:26:18 GMT
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Hum, I suggest you replace it with one of Mars' moons instead, because seeing the moon at such a huge scale is quite stupid concidering that we can't even see it at this scale, so why people located on Mars would?

Subject: Cydonia Mars Map. pics etc.
Posted by [Madtone](#) on Wed, 20 Oct 2004 22:52:35 GMT
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This map seems to remind me of Delta Force 2... Not quite sure why!

Subject: Cydonia Mars Map. pics etc.
Posted by [Spice](#) on Wed, 20 Oct 2004 23:50:18 GMT
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I say keep it like that. Both of mar's moons look like asteriods.

Subject: Cydonia Mars Map. pics etc.
Posted by [Blazea58](#) on Thu, 21 Oct 2004 01:50:07 GMT
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AprimeHum, I suggest you replace it with one of Mars' moons instead, because seeing the moon at such a huge scale is quite stupid considering that we can't even see it at this scale, so why people located on Mars would?

In the first place i thougth the texture was supposed to be earth, but its not.
Stalgren said its Ganymede. Little info about it.

Quote:Ganymede is the largest moon in the solar system, even larger than the planet Mercury. (At one time Titan, Saturn's moon, was thought to be larger, but this was a mistake.) It is the second-furthest from Jupiter of the 4 Galilean moons, closer than Callisto but further than Io and Europa. Its mean distance from Jupiter is about 15.1 Jupiter Radii, and it orbits every 7.2 days. The same side of the moon always faces Jupiter. Ganymede is mostly water-ice, but with more impurities (silicates) than the ice of Europa. The surface gravity is about 1/7th of Earth's.

This is just a closer up shot of the planet he used.

I just got the object.ddb from stalgren which has it all setup. I just have to test a few things , then start the final version.

The textures that had to be replaced were as follows:

Fullmoon.dds
Moonhalo.dds
partmoon.dds

Seems that all i had to do was stick those in my editor cache so the game would read those instead of the original ones.

Subject: Re: Cydonia Mars Map. pics etc.
Posted by [Aircraftkiller](#) on Wed, 11 Jul 2012 23:24:25 GMT
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WHERE'S MY MAP BRO

Subject: Re: Cydonia Mars Map. pics etc.
Posted by [Blazea58](#) on Thu, 12 Jul 2012 11:13:22 GMT
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Aircraftkiller wrote on Wed, 11 July 2012 19:24WHERE'S MY MAP BRO

Why are you being a troll? lol.... Anyway's that map is long gone, I didn't keep everything from back then. Make it yourself if you want it

Subject: Re: Cydonia Mars Map. pics etc.
Posted by [Aircraftkiller](#) on Fri, 13 Jul 2012 00:28:20 GMT
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Subject: Re: Cydonia Mars Map. pics etc.
Posted by [Generalcamo](#) on Fri, 13 Jul 2012 00:29:27 GMT
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He doesn't look mad. Trust me, I know when he is mad.

Subject: Re: Cydonia Mars Map. pics etc.
Posted by [C4Smoke](#) on Fri, 13 Jul 2012 07:23:47 GMT
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To bad none of the ss's work...

Subject: Re: Cydonia Mars Map. pics etc.
Posted by [kamuixmod](#) on Fri, 13 Jul 2012 19:43:05 GMT
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wow. bumping a topic, which its last post was in 2004

Subject: Re: Cydonia Mars Map. pics etc.
Posted by [Aircraftkiller](#) on Fri, 13 Jul 2012 20:43:22 GMT
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Isn't that something? Hey, you're posting in a bumped topic just to whine about it being bumped from 2004!

Subject: Re: Cydonia Mars Map. pics etc.
Posted by [Jerad2142](#) on Fri, 13 Jul 2012 23:02:27 GMT
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God I loved this map, I really enjoyed the 64x63 player rounds we used to play all the time with

Gdi and NOD. God this was such a good C&C map, shame to hear you misplaced it.

Subject: Re: Cydonia Mars Map. pics etc.
Posted by [Aircraftkiller](#) on Sun, 12 May 2013 05:55:35 GMT
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Aircraftkiller wrote on Wed, 11 July 2012 19:24WHERE'S MY MAP BRO

Subject: Re: Cydonia Mars Map. pics etc.
Posted by [YazooGang](#) on Sun, 12 May 2013 19:33:55 GMT
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Aircraftkiller wrote on Sat, 11 May 2013 22:55Aircraftkiller wrote on Wed, 11 July 2012 19:24WHERE'S MY MAP BRO

He makes better maps than you.

Subject: Re: Cydonia Mars Map. pics etc.
Posted by [Aircraftkiller](#) on Sun, 12 May 2013 19:44:15 GMT
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Aircraftkiller wrote on Sat, 11 May 2013 22:55Aircraftkiller wrote on Wed, 11 July 2012 19:24WHERE'S MY MAP BRO

Subject: Re: Cydonia Mars Map. pics etc.
Posted by [iRANian](#) on Sun, 12 May 2013 20:52:05 GMT
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where's his map

Subject: Re: Cydonia Mars Map. pics etc.
Posted by [Generalcamo](#) on Sun, 12 May 2013 21:01:44 GMT
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Subject: Re: Cydonia Mars Map. pics etc.
Posted by [Jerad2142](#) on Mon, 20 May 2013 00:29:53 GMT
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generalcamo wrote on Sun, 12 May 2013 15:01

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Kind of odd to see others posting pictures I took...
