
Subject: C&C_Tiberium_Wasteland

Posted by [JeepRubi](#) on Sat, 26 Nov 2005 01:17:03 GMT

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Ok all my maps so far have sucked big time. This one is different, I took at least 20 hours reading new tutorials and such. There is no download yet but i have screen shots.

I want to add some tiberium mist and some crystals to the pit but I cant find the mist in the presets tree. I found it once a couple months ago. Some 1 Help?

Oh and for some reason the map has a conflict with C&C_Delta.mix I think its because the terrain have the same name. How would i fix these without messing up my map. I tried changing the terrain name in the preset tree and then the .w3d file but then it disappears. Again, Help?

File Attachments

1) [tib cave.jpg](#), downloaded 1390 times



2) [tib pit.jpg](#), downloaded 1378 times



3) [nod base.jpg](#), downloaded 1364 times



Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [Jecht](#) on Sat, 26 Nov 2005 03:31:37 GMT

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From the screenshots, it looks good, but you could make it better. From the screenshots it looks very wide open(denoted from wastland I presume). Even if it is wide open though, is it the best approach to making a fun map? All the fun maps I have seen use barriers to allow you to attack the base without getting hit by the defenses(default maps such as Mesa, Field, and City_Flying come to mind).

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [Sir Phoenixx](#) on Sat, 26 Nov 2005 04:07:22 GMT

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Add mountainous areas, and rock formations to break up the open areas, and add tiberium inected plants, etc. on/around them.

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [Naamloos](#) on Sat, 26 Nov 2005 11:12:11 GMT

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Tiberium mist is located here at Dummy Object > demo level > emitters > tiberium mist > e_low-mist.

But it doesn't seem to work in multiplayer.

Crystals can be found at Tile > DSAPO > DSAPO_Tiberium.

I suggest you only use dsp_Tiberium_Small_Double because all the others have wrong W3D settings and harvesters (and other vehicles) will get stuck on them. So if you wan't to use them you will need to edit them in Gmax, using W3D importer, which may make the textures messed

up.

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [JeepRubi](#) on Sat, 26 Nov 2005 13:27:02 GMT

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Hmmm..... Gotta problem. I cant edit the terrain in gmax anymore because every time i go to open it i get an error message and it doesnt work. Im gunna add some walls around the base with a gate (make it look more like ts)

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [JeepRubi](#) on Sat, 26 Nov 2005 23:17:18 GMT

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Got a link. I have addad some wall around the bases and some crystals in the feilds. I have also put some emmitters around but only the host can see them.

http://www.lmsbc.com/downloads/renegade/maps/C&C_Tiberium_Wasteland.zip

If some one wants to play get me on msn (jeeprubi@hotmail.com)

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [Spice](#) on Sun, 27 Nov 2005 08:21:05 GMT

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You are getting quite good at map making and progressing extremely fast. Keep at it!

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [JeepRubi](#) on Sun, 27 Nov 2005 18:43:29 GMT

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Alkaline, is this map good enough for your map packs.

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [Ma1kel](#) on Sun, 27 Nov 2005 19:08:15 GMT

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Hhmm, I'm currently testing it and I think that it needs to be more edited before it's done.

Bugs & suggestions:

Fix the GDI Recon Bike PT skin, if I'm right there is a pack released that got a GDI themed Recon Bike PT skin.

Fix the fact that Nod has 2 Recon Bikes.

Add the yellow C&C Crates (didn't see any of them).

Make the map smaller, even for 16 VS 16 games it would still be huge. This gives Nod a Stealth Tank rush advantage (WW maps are fun because they aren't big).

Make the Tiberium Field where the Harvesters go to be closer to the 2 bases.

Make the terrain next to the bases hillier. (Just like you did left from Nod's base).

Add some blockers to prevent falling of the map when drive up the hills.

Add some more terrain objects like trees walls etc, maps with more terrain objects play better and are more fun (field.mix and Under.mix) for example.

This are just some bugs/suggestions, it's up with you what you do with them. But I must say it's a excellent map in terms of layout.

EDIT: Make it way smaller, you can easily get next to GDI's base without the AGT shooting you, then you can get behind the Weapons Factory with only the GT shooting you.

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [htmlgod](#) on Sun, 27 Nov 2005 19:27:14 GMT

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Well, I took some time to try this map out, and I can definitely say that it is a great improvement over your previous projects. It's almost playable to the point of being worth distributing to large public servers that run fanmaps. However, you definitely have some room for improvement. For example, a lot of your textures are mapped poorly. Specifically, they tile far too little. If you take a look in the tunnels underneath the mountain, the ground is diamond plating, which is a kind of metal tread, but on your map, the individual treads are about 2 feet long, when in reality they should be about an inch long. You have similar scaling problems in modeling; the tunnels, which should be appealing to both infantry and vehicles, would, in large games, just turn into a sniping hell, because there's nowhere to hide and the hallway is so wide and straight that you might as well be on a shooting range; nothing other than a good sniper would stand a chance of getting anywhere worth being in the tunnels. In general, congratulations on your improvement, and I hope you keep it up. Also, as you continue to fine tune your mapping skills, try playing around with some other things, such as balancing or presets. For example, many mappers improve the appeal of the recon bike by altering its physics - giving it a negative lateral movement arm causes it to lean into turns. Smaller tweaks like this will make your maps much more enjoyable, once you perfect the general modeling and texturing to making a good map.

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [JeepRubi](#) on Sun, 27 Nov 2005 23:33:40 GMT

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There isn't much left i can do to this map because i cant edit the physical terrain. My gmax freezes

every time i try to open it. As for the recon bikes i will edit them and i have already taken away the 2 for Nod so now they have 1.

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [Alkaline](#) on Sun, 04 Dec 2005 07:07:17 GMT

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Officially Sparks Alkaline's Intrest

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [JeepRubi](#) on Mon, 05 Dec 2005 01:52:06 GMT

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New Version!

OK, ive added some stuff. Heres a list:

- Walls around both bases.
- Crystals and trees added tiberium feilds and in cave.
- Weapon Spawners.
- Alein space craft chrashed outside nod base.
- Some buildings and outposts around the map
- Another hummer available for purchase
- Fixed some of the other flaws and small gliches in the map.

I was going to add some vis sectors but i can't because of the problem were i can no longer edit the terrain.

Here are a few screenies.

And the download.

File Attachments

1) [gdi.jpg](#), downloaded 995 times



2) [ship.jpg](#), downloaded 987 times



Subject: Re: C&C_Tiberium_Wasteland
Posted by [JeepRubi](#) on Tue, 06 Dec 2005 00:35:38 GMT
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K guys. You know there was a link to download but i dont know if you missed it or not. Here it is again, ill make sure you can see it.

DOWNLOAD

Subject: Re: C&C_Tiberium_Wasteland
Posted by [Alkaline](#) on Wed, 07 Dec 2005 00:15:13 GMT
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I keep falling down on the map
I think I'm missing some terrain files, may it uses another map for terrain...

Or maybe there is a map conflict ...

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [Alkaline](#) on Wed, 07 Dec 2005 00:16:04 GMT

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Jeep Rubi wrote on Sun, 27 November 2005 13:43Alkaline, is this map good enough for your map packs.

looks pretty damn good... Now if I can only get it to run properly...

Their seems to be a conflict that cuasing a problem with this map...hrm...

Subject: Re: C&C_Tiberium_Wasteland (LOOK ITS BETTER)

Posted by [Coolair](#) on Wed, 07 Dec 2005 00:26:50 GMT

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Alkaline wrote on Tue, 06 December 2005 19:16Jeep Rubi wrote on Sun, 27 November 2005 13:43Alkaline, is this map good enough for your map packs.

looks pretty damn good... Now if I can only get it to run properly...

Their seems to be a conflict that cuasing a problem with this map...hrm...

Ill have a look and see if it happens to be aswell.

Subject: Re: C&C_Tiberium_Wasteland

Posted by [Coolair](#) on Wed, 07 Dec 2005 00:32:40 GMT

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Yep same happens to me ./ no ground outside of any structures. And you fall as soon as you walk out the doors of a building.

But it looks like it would be a cool map if fixed.

Subject: Re: C&C_Tiberium_Wasteland

Posted by [Alkaline](#) on Wed, 07 Dec 2005 00:38:04 GMT

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ok, tried it out. Yes you are right about thte C&C_Delta conflict.. too bad about that, it would definatley need to be fixed

Now some comments,

yes, crates are needed, no crates any where. The spaceship definatley needs some, and possible some way to get on top and have a snipping position.

Gdi can very easily sneak into enemy base by creeping along the edge of the walls with tanks/infantry; but nod gets hammered if they try to do this. Maybe make some treches or something along the edges of the map on the entrances that force gdi to get closer to the obelisk when rushing nod.

Recons should have some armor, 150/150 would be nice and perhaps increase the rate of fire. Also Gdi should have the golden recon bike (like in titan's maps e.g. country_side)

other than that the map looks really polished! Fix up some of these little bugs and we'll get in Mappack7D (release eta Late Jan/Early feb 2006)

Subject: Re: C&C_Tiberium_Wasteland
Posted by [JeepRubi](#) on Wed, 07 Dec 2005 12:28:25 GMT
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Ok i can fix most of these but the sneaking into the Nod base is intentional. It is impossible to get into the Nod base with ANYTHING GDI has.

The recon bike is gold i just dont have the pt skin for it.

And umm how would i add crates?

And as i said before i CAN NOT fix the terrain because RenX crashes every time i attemp to.

Subject: Re: C&C_Tiberium_Wasteland
Posted by [JeepRubi](#) on Wed, 07 Dec 2005 13:02:26 GMT
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Ah crap I was trying to rename the terrain, now the thing wont even open. Umm what CAN i do?

Maybe you can get intouch with the creator of delta and ask him/her to change its terrain since mine is so screwed up?

Subject: Re: C&C_Tiberium_Wasteland
Posted by [Alkaline](#) on Thu, 15 Dec 2005 03:23:02 GMT
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contact titan or maybe aircraft killer...

by crates I mean yellow boxes like ammo refil/points/random

The ssaow server side mod changes these yellow boxes to crates.

Subject: Re: C&C_Tiberium_Wasteland

Posted by [danpaul88](#) on Thu, 15 Dec 2005 17:17:20 GMT

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Jeep Rubi wrote on Wed, 07 December 2005 13:02Ah crap I was trying to rename the terrain, now the thing wont even open. Umm what CAN i do?

Maybe you can get intouch with the creator of delta and ask him/her to change its terrain since mine is so screwed up?

You can't rename a .w3d file, the name is tied to the file so renaming it would break the .w3d

Change it's name back to the original to fix this.

BTW: If its not loading in Gmax then use a w3d importer to get it back, but all the building settings will be messed up, so you would need to delete and remerge them into the terrain.
