Subject: Long time, no see...
Posted by Slash0x on Tue, 21 Aug 2007 04:37:15 GMT

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Greetings all! It has been a freak'n LOOOOOOOOOONG time since I've visited this community. Been almost about 4-5 years now if feels like, but probably a little shorter... haha.

Anyways, as I was rumbling through some older stuff with Exdeath, he suggested I should post some screenies of a level that I have neglected to finish. Off and on I've been working on it, but I never completed it. Still lacks 2 map areas unfinished and unused (without a purpose atm) and a few models that I haven't been motivated to model either... anyways, here's a few screenies since Exdeath suggested so...

Not that this is a guarantee structure of the leve, but it's suppose to be progressional; you cannot proceed without killing atleast the primary bosses...

Special note: This map isn't for release, but if I ever got off my fat ass, it could be... ;P
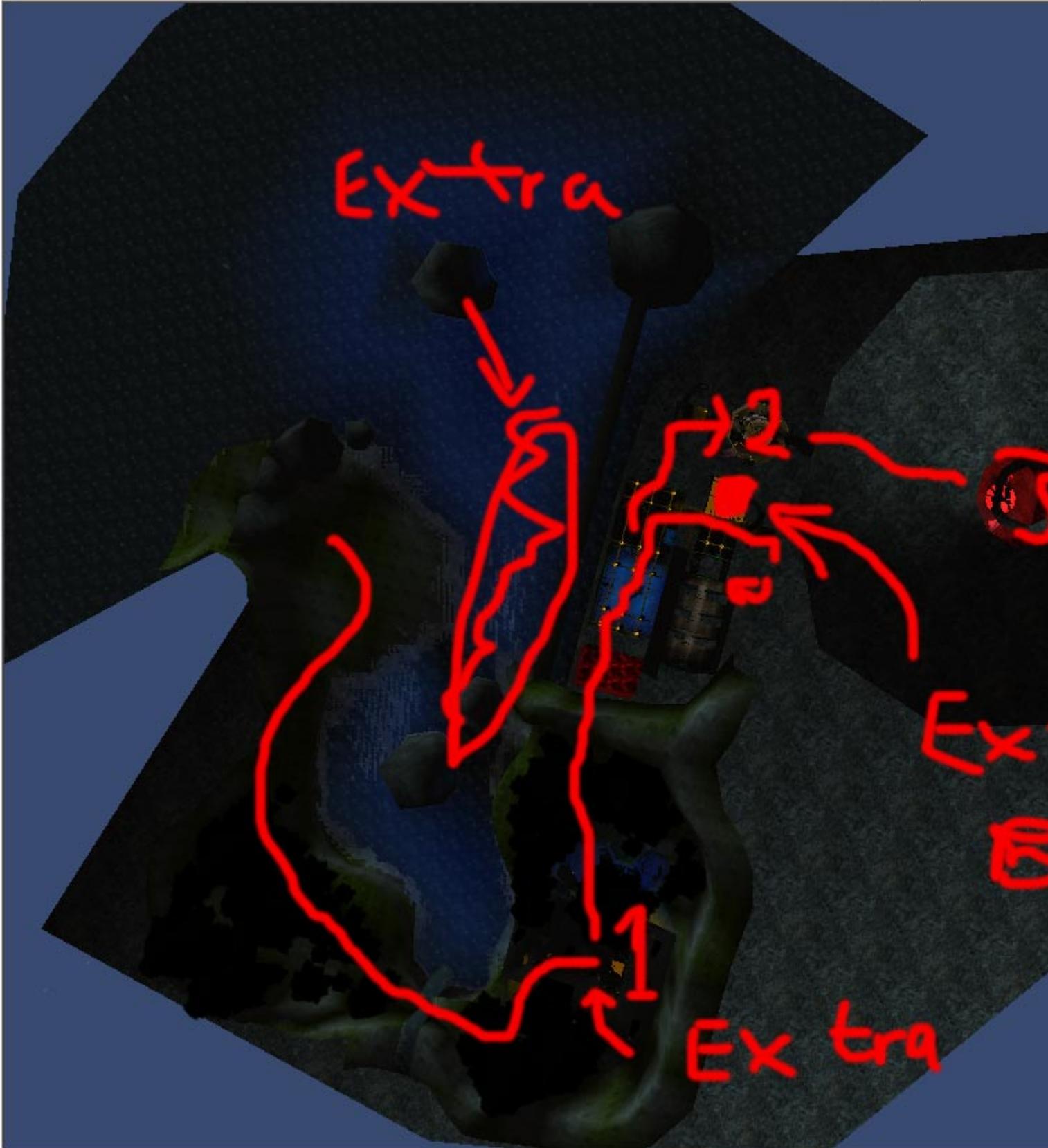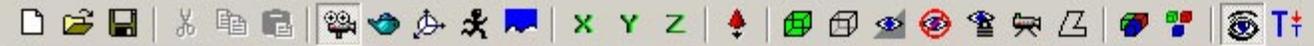
Enjoy! ^=^

Slash0x

PS: These were all saved with the "save for web" function, so that should help out.

File Attachments
1) test.jpg, downloaded 1069 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report
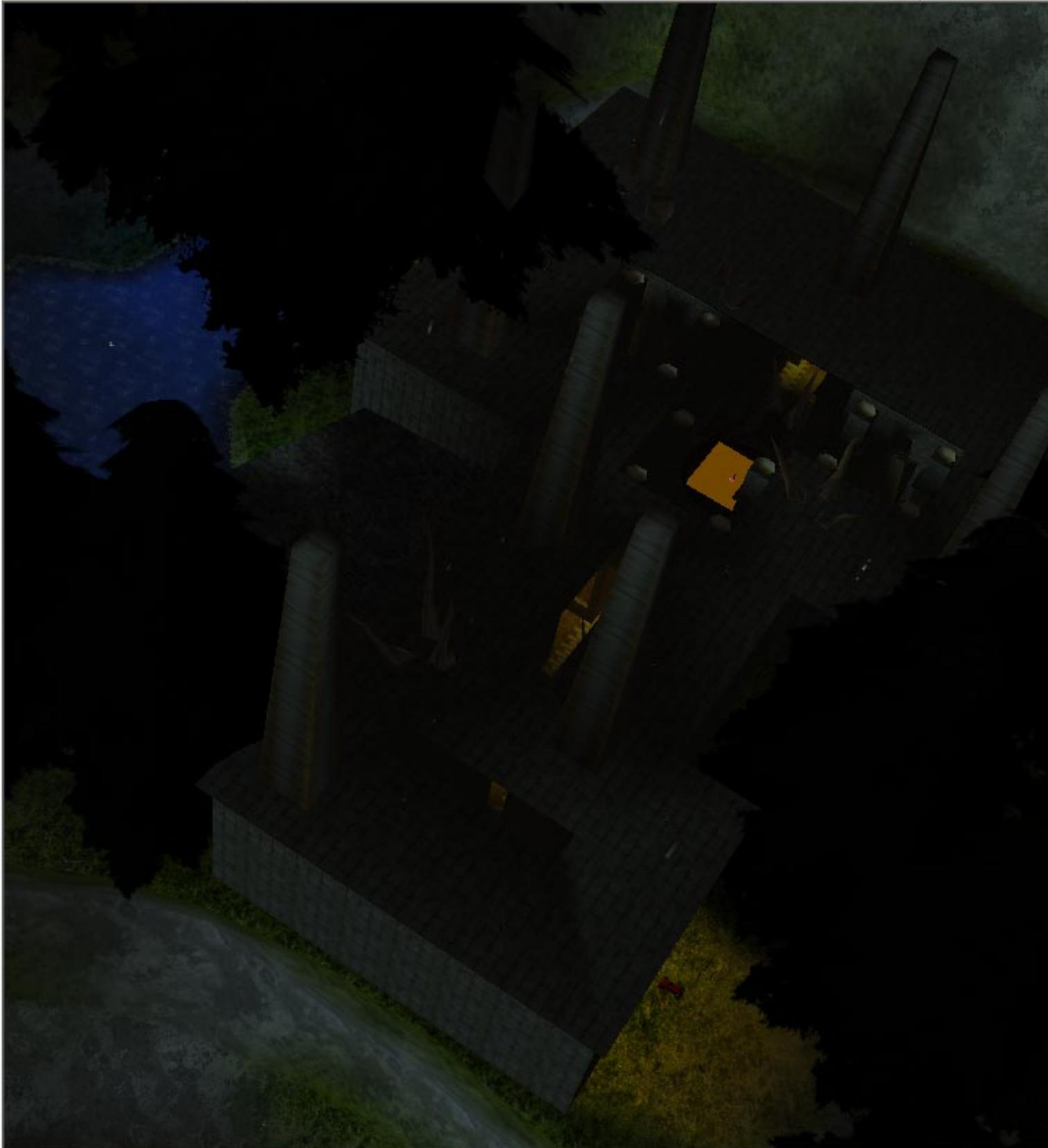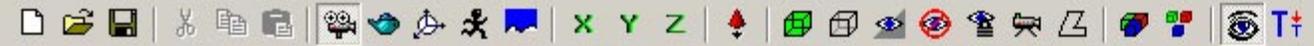
TimeManager::Update: warning, frame 10497 was slow (10850 ms)
TimeManager::Update: warning, frame 10739 was slow (28333 ms)
TimeManager::Update: warning, frame 10740 was slow (3930 ms)

Ready

2) test4.jpg, downloaded 1069 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report

X   Y   Z

Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\levels\reflect_x.tga - only 24 and 32 bit formats should be used!
Targa: Failed to open file "FLR_TMPL.TGA"
Invalid texture size, scaling required. Texture: C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\characters\nod mini-gunner\LightningBolt.tga, size:

Ready

3) test2.jpg, downloaded 1055 times

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report

Map Screen Hits: 0
Menu Screen Hits: 0
Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\levels\reflect_x.tga - only 24 and 32 bit formats should be used!

Ready

4) test3.jpg, downloaded 1061 times

M13.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report

Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\levels\reflect_x.tga - only 24 and 32 bit formats should be used!
TimeManager::Update: warning, frame 1771 was slow (20848 ms)
Targa: Failed to open file "FLR_TMPL.TGA"

Ready

5) test5.jpg, downloaded 1049 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report

Objectives Hits: 0
Map Screen Hits: 0
Menu Screen Hits: 0

Ready

6) test6.jpg, downloaded 1027 times

7) test7.jpg, downloaded 1026 times

8) test8.jpg, downloaded 1040 times

Subject: Re: Long time, no see...
Posted by Spice on Tue, 21 Aug 2007 04:39:54 GMT
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This map is so awesome looking, it's probably the most unique mod renegade has ever seen.

Subject: Re: Long time, no see...
Posted by Jerad2142 on Tue, 21 Aug 2007 04:42:44 GMT

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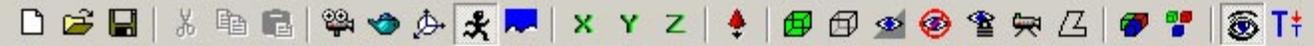Kind of reminds me of UT.

Subject: Re: Long time, no see...
Posted by Spice on Tue, 21 Aug 2007 06:19:27 GMT

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You forgot the best picture:

File Attachments
1) test(6).jpg, downloaded 858 times

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\characters\nod mini-gunner\H_A_A0L2.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\characters\H_A_A0L2.W3D
Attempting to load: Always\Characters\Anims\H_A_A0L2.W3D

Ready

Subject: Re: Long time, no see...
Posted by _SSnipe_ on Tue, 21 Aug 2007 09:06:59 GMT
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u better finish it lol

Subject: Re: Long time, no see...
Posted by Slash0x on Tue, 21 Aug 2007 09:43:37 GMT
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joe937465 wrote on Tue, 21 August 2007 05:06u better finish it lol
Haven't finished it for almost 1.5 years now, lol... xP

Subject: Re: Long time, no see...
Posted by Sn1per74* on Tue, 21 Aug 2007 13:46:34 GMT
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Saweet. Finish it. No excuses. Just, finish it.
PS: PLEASE.

Subject: Re: Long time, no see...
Posted by jamiejrg on Tue, 21 Aug 2007 15:46:38 GMT
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Wow... just wow.

Did you model that beast from scratch?

Jamie

Subject: Re: Long time, no see...
Posted by Slash0x on Tue, 21 Aug 2007 20:03:55 GMT
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I modelled everything that you see with the exception of the character and other basic Renegade
functions... ^=^

Subject: Re: Long time, no see...
Posted by OWA on Tue, 21 Aug 2007 20:12:57 GMT
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Whoah, that map looks seriously awesome. The lighting on that one picture is insane o_O

Subject: Re: Long time, no see...
Posted by Slash0x on Tue, 21 Aug 2007 20:13:47 GMT
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One Winged Angel wrote on Tue, 21 August 2007 16:12Whoah, that map looks seriously awesome. The lighting on that one picture is insane o_O
Lol, which one?

Subject: Re: Long time, no see...
Posted by Canadacdn on Tue, 21 Aug 2007 20:16:17 GMT
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I made a single player level sort of like this awhile ago, but didn't release it to many people. This level looks awesome, too.

Subject: Re: Long time, no see...
Posted by Slash0x on Tue, 21 Aug 2007 20:22:12 GMT
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Canadacdn wrote on Tue, 21 August 2007 16:16I made a single player level sort of like this awhile ago, but didn't release it to many people. This level looks awesome, too.

This one is actually multiplayer gdi vs nod. Nod is trying to release these forces upon the world. GDI suppose to stop them by helping this new "draconic" race. But, because I'm a challenging person, I made the new race set as "mutant" so it's hostile to both GDI and Nod. Technically, this map is huge enough that I could turn it into multiple DMs and tournament maps for infantry... who knows... maybe I'll finish it sometime in my lifetime... haha! ;P

Subject: Re: Long time, no see...
Posted by IronWarrior on Tue, 21 Aug 2007 20:26:07 GMT
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Nice looking map, you should complete it and release it. xD

Subject: Re: Long time, no see...
Posted by BlueThen on Tue, 21 Aug 2007 21:08:46 GMT
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:o oo looks like unreal

Subject: Re: Long time, no see...
Posted by Slash0x on Tue, 21 Aug 2007 21:45:24 GMT
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BlueThen wrote on Tue, 21 August 2007 17:08 oo looks like unreal
Nope, as you can see, this is clearly the Renegade engine. ;3

Subject: Re: Long time, no see...
Posted by Gen_Blacky on Tue, 21 Aug 2007 22:56:48 GMT
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Looks to nice to ever release

Subject: Re: Long time, no see...
Posted by OWA on Wed, 22 Aug 2007 18:14:00 GMT
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Slash0x wrote on Tue, 21 August 2007 21:13One Winged Angel wrote on Tue, 21 August 2007 16:12Whoah, that map looks seriously awesome. The lighting on that one picture is insane o_O
Lol, which one?
The third one up from the bottom of the first post. It looks really nice.

Subject: Re: Long time, no see...
Posted by a000clown on Wed, 22 Aug 2007 18:30:06 GMT
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This map is awsum, I'm sure lots of people would love to use it when finished

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Subject: Re: Long time, no see...
Posted by Viking on Wed, 22 Aug 2007 18:40:34 GMT
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If blazea and canadacdn can finish RP2 you can finish this map!

Subject: Re: Long time, no see...
Posted by Genesis2001 on Wed, 22 Aug 2007 19:31:09 GMT

Slash0x wrote on Tue, 21 August 2007 14:22Canadacdn wrote on Tue, 21 August 2007 16:16I made a single player level sort of like this awhile ago, but didn't release it to many people. This level looks awesome, too.

This one is actually multiplayer gdi vs nod. Nod is trying to release these forces upon the world. GDI suppose to stop them by helping this new "draconic" race. But, because I'm a challenging person, I made the new race set as "mutant" so it's hostile to both GDI and Nod. Technically, this map is huge enough that I could turn it into multiple DMs and tournament maps for infantry... who knows... maybe I'll finish it sometime in my lifetime... haha! ;P

When you finish it and release it...I hope you release the .lvl file

-MathK1LL

Subject: Re: Long time, no see...
Posted by mrÃ£Ã§Ä·z   on Wed, 22 Aug 2007 20:11:05 GMT

u can "hack" the map to get the lvl file... but it will sucks cuz then ur a "stealer" (sorry 4 my bad englisch)

Subject: Re: Long time, no see...
Posted by Slash0x on Wed, 22 Aug 2007 20:49:52 GMT

MadRockz wrote on Wed, 22 August 2007 16:11u can "hack" the map to get the lvl file... but it will sucks cuz then ur a "stealer" (sorry 4 my bad englisch)

That's why most people delete the file within the final level file after export...

Quote: When you finish it and release it...I hope you release the .lvl file

Perhaps I could... xP