Subject: C&C Reborn : Infantry Maps?
Posted by Renardin6 on Fri, 04 Jan 2008 12:40:44 GMT
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Hello everyone,

Do we have any mappers that would share source of their good maps with C&C Reborn?

Right now we are looking for good (or excellent) infantry maps for our incoming public release. (Currently we have 2 infantry maps that are being tested by the staff and the testers.)

Shortly after this release, a version with vehicles will be released.

Contact me @ Renardin@gmail.com

As soon as we have weapons fixed (shouldn't be long) and some more maps, we launch the public beta.

Subject: Re: C&C Reborn : Infantry Maps?
Posted by Dealman on Fri, 04 Jan 2008 12:57:01 GMT
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Renardin6 wrote on Fri, 04 January 2008 13:40Hello everyone,

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As soon as we have weapons fixed (shouldn't be long) and some more maps, we launch the public beta.

Great news there, unfourtnley I'm a very very bad mapper... I wish I could have helped... Anyway good luck with your progress!

Subject: Re: C&C Reborn : Infantry Maps?
Posted by Scrin on Fri, 04 Jan 2008 13:28:06 GMT
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Renardin6 wrote on Fri, 04 January 2008 06:40Hello everyone,

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As soon as we have weapons fixed (shouldn't be long) and some more maps, we launch the public beta.
Kane: "The people believe what the media tell them to believe... and I tell the media what to believe."

Subject: Re: C&C Reborn : Infantry Maps?
Posted by OWA on Fri, 04 Jan 2008 17:25:09 GMT
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Renardin6 wrote on Fri, 04 January 2008 12:40Hello everyone,

Do we have any mappers that would share source of their good maps with C&C Reborn?

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Shortly after this release, a version with vehicles will be released.

Contact me @ Renardin@gmail.com

As soon as we have weapons fixed (shouldn't be long) and some more maps, we launch the public beta.
Ask the APB guys if you can use Fissure.

Subject: Re: C&C Reborn : Infantry Maps?
Posted by Xpert on Fri, 04 Jan 2008 17:37:54 GMT
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Renardin6 wrote on Fri, 04 January 2008 07:40

As soon as we have weapons fixed (shouldn't be long) and some more maps, we launch the public beta.

Only took what, 5 years? Sigh.

Subject: Re: C&C Reborn : Infantry Maps?
Posted by mrã£ã§ä·z on Fri, 04 Jan 2008 19:08:29 GMT
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Kool. Reborn is back

Subject: Re: C&C Reborn : Infantry Maps?
Posted by Renardin6 on Fri, 04 Jan 2008 19:40:28 GMT
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Fissure would be nice. And I was thinking about C&C Snow maybe...

Subject: Re: C&C Reborn : Infantry Maps?
Posted by IronWarrior on Fri, 04 Jan 2008 20:02:02 GMT
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Gobi could be cool.

Subject: Re: C&C Reborn : Infantry Maps?
Posted by cnc95fan on Fri, 04 Jan 2008 20:18:36 GMT
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MadRockz wrote on Fri, 04 January 2008 13:08Kool. Reborn is back
MadRockz wrote on Sun, 30 December 2007 22:30*****AR***** Go Home Reborn an APB!
... Slightly confisung....

Subject: Re: C&C Reborn : Infantry Maps?
Posted by mrã£ã§ä·z on Fri, 04 Jan 2008 20:35:44 GMT
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cause i dont saw any updates the last months... now im happy that reborn is back

---

Subject: Re: C&C Reborn : Infantry Maps?
Posted by R315r4z0r on Fri, 04 Jan 2008 21:26:17 GMT
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That is because you don't check their website... they aren't going to post updates on the
Renegade forums unless they are recruiting or asking for cooperation.

http://www.cncreborn.planetcnc.gamespy.com/

As for an infantry map... I would love to submit one... only problem is that I don't have one

Subject: Re: C&C Reborn : Infantry Maps?
Posted by [NE]Fobby[GEN] on Fri, 04 Jan 2008 21:55:16 GMT
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Omg but he didn't saw any updates

Subject: Re: C&C Reborn : Infantry Maps?
Posted by havoc9826 on Sat, 05 Jan 2008 01:22:43 GMT
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If NeoSaber is still around, ask him if you can redo MutationRedux with LevelRedit. The atmosphere's already perfect for it.

Subject: Re: C&C Reborn : Infantry Maps?
Posted by Xpert on Sat, 05 Jan 2008 01:49:26 GMT
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BunkersTS. Afterall it is a Tiberian Sun map and that is what Reborn is based on.

Subject: Re: C&C Reborn : Infantry Maps?
Posted by Dreganius on Sat, 05 Jan 2008 02:42:21 GMT
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If anyone is willing, It would be awesome cool to have a Infantry map that's like in a Tiberian Sun city.

Subject: Re: C&C Reborn : Infantry Maps?
Posted by Ryu on Sat, 05 Jan 2008 06:39:01 GMT
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havoc9826 wrote on Sat, 05 January 2008 01:22If NeoSaber is still around, ask him if you can redo MutationRedux with LevelRedit. The atmosphere's already perfect for it.

I would so make that map awesome cakes.

But you are correct, the atmosphere is sex for Reborn.

Subject: Re: C&C Reborn : Infantry Maps?
Posted by nopol10 on Sat, 05 Jan 2008 09:07:49 GMT
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C&C_Epocilation would be cool...but its not an infantry map.

Subject: Re: C&C Reborn : Infantry Maps?
Posted by crazfulla on Sat, 05 Jan 2008 15:38:17 GMT
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I have a few terrain models, but most are too huge for infantry.

I was once appointed as a mapper for reborn actually. So I shall see what I can do. Some low poly buildings would be nice so I know how large the base needs to be.

Subject: Re: C&C Reborn : Infantry Maps?
Posted by Scrin on Sat, 05 Jan 2008 16:54:52 GMT
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crazfulla wrote on Sat, 05 January 2008 09:38I have a few terrain models, but most are too huge for infantry.

I was once appointed as a mapper for reborn actually. So I shall see what I can do. Some low poly buildings would be nice so I know how large the base needs to be.
zilla

Subject: Re: C&C Reborn : Infantry Maps?
Posted by Mad Ivan on Sat, 05 Jan 2008 16:54:57 GMT
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Yeah, i could whip something up as well.

crazfulla wrote on Sat, 05 January 2008 17:38Some low poly buildings would be nice so I know how large the base needs to be.

I asked for those last summer or something like that

Subject: Re: C&C Reborn : Infantry Maps?
Posted by cpjok on Sat, 05 Jan 2008 23:52:57 GMT
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i havent ever been on reborn before

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i arnt that good at mapping but im can do basic stuff

anyways i am helping another mod team and i would help reborn if i knew better map skills

---

Subject: Re: C&C Reborn : Infantry Maps?
Posted by crazfulla on Sun, 06 Jan 2008 03:36:09 GMT
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Scrin wrote on Sat, 05 January 2008 10:54zilla
eh?
Mad Ivan wrote on Sat, 05 January 2008 10:54Yeah, i could whip something up as well.

crazfulla wrote on Sat, 05 January 2008 17:38Some low poly buildings would be nice so I know how large the base needs to be.

I asked for those last summer or something like that
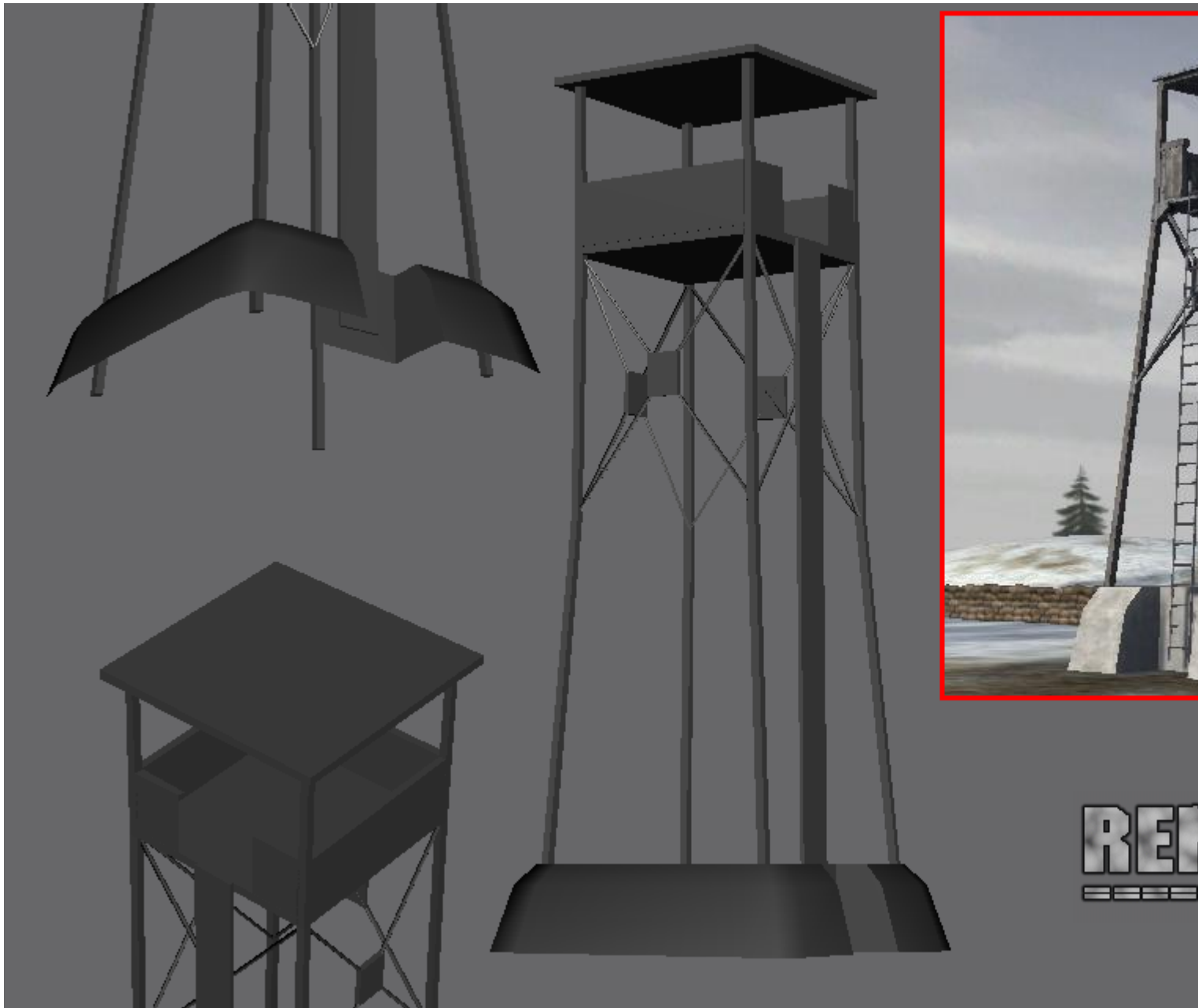I shall post on the reb forum about it.

Anyways I managed to salvage some work off my old computer which is on its death bed...

A map for normal renegade but included some reb units and somthing else never before seen (I can't tell as I may yet finish it):

Also some R1942 stuff, this was modelled from the Battlefield screenie in the top right (it is now fully textured):

File Attachments
1) r1942_wip_tower.PNG, downloaded 541 times

2) C&C_Dunes.JPG, downloaded 799 times

Subject: Re: C&C Reborn : Infantry Maps?
Posted by Renardin6 on Sun, 06 Jan 2008 15:00:54 GMT
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I will get the placeholder asap to let you all submit maps.

Subject: Re: C&C Reborn : Infantry Maps?
Posted by mrÃ£Ã§Ä·z on Sun, 06 Jan 2008 15:57:12 GMT
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nice tower model crazfulla

Subject: Re: C&C Reborn : Infantry Maps?
Posted by crazfulla on Sun, 06 Jan 2008 16:11:06 GMT
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Yes I spent abit of time on it. Glad I managed to get it back.

Renardin, the proper building models would be even better because we would need to cut holes in the terrain as the interiors go below ground. Would want to cut them the right shape.

Subject: Re: C&C Reborn : Infantry Maps?
Posted by Mad Ivan on Sun, 06 Jan 2008 22:46:22 GMT
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Renardin6 wrote on Sun, 06 January 2008 17:00I will get the placeholder asap to let you all submit maps.

Sound great, can't wait
Also some guidelines on the design would be of help. You know, what weather effects, textures and such should we employ to fit in the general feel of the mod/game and stuff like that there

Subject: Re: C&C Reborn : Infantry Maps?
Posted by Renardin6 on Sun, 06 Jan 2008 22:47:44 GMT
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sent a mess to exdeath and darkangel, this should be posted to the public once they get the message.