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Subject: Generalcamo's mapping thread

Posted by [Generalcamo](#) on Sat, 13 Nov 2010 05:19:51 GMT

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I really don't know if this is the right thread, but let's continue.

I have been mapping for APB for a while, until the release date was, well, released, so I took up mapping for renegade.

I don't do RenX or 3DS. I mainly hieghtfield or hack into existing maps i.e improving them, fixing bugs, etc.. (If anyone can show me how to do RenX, then I will do it)

Anyway, first up. My current plans.

Hourglass\_Flying2

This map was originally created by Fabian of the APB team for renegade. It featured enhanced graphics and gameplay (Map wise), and looked much better. Now to enhance the units.

The main problem is flying units. EA decided that flying units should be different. They made them vulnerable to RAMJETS, paper plates to BULLETS, and basicly they were flying cardboard. My plan is to make them more CnC then what EA did. Here are some changes:

- Orcas amd apaches no longer vulnerable to ramjets and bullets
- Orcas and apaches are now more vulnerable to SAM sites and a new Secondary fire for Rocket launchers
- Instead of instant kill, you now cannot exit above the buildings
- Add destroyed Gap Generator and destroyed Red Alert objects from the war 50 years ago

So, thats the first plan. If you have any concerns, or suggestions, or CONSTRUCTIVE CRITISISM (Not "LOL THE MAPS IS BAD") please post.

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Subject: Re: Generalcamo's mapping thread

Posted by [HaTe](#) on Sat, 13 Nov 2010 05:29:58 GMT

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Does the secondary rocket launcher fire act like a heat seeker to flying vehicles? That'd be pretty cool if edited right imo.

It sounds pretty cool and all, but i doubt anyone will add it to their server....for obvious reasons (player count).  
Renegade just isn't what it used to be anymore.

Good luck though.

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Subject: Re: Generalcamo's mapping thread  
Posted by [Generalcamo](#) on Sat, 13 Nov 2010 11:19:56 GMT  
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Hopefully I can get st0rm.net to add it, they still have a decent player count. (I think another thing is the radar mode over there is team only so overhead radar and building bars ARE Allowed)

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Subject: Re: Generalcamo's mapping thread  
Posted by [trooprm02](#) on Sat, 13 Nov 2010 16:53:31 GMT  
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I'd refer you to TT instead (to help them fix the default maps instead of bothering with fanmaps nobody plays). On a second note, ramjets were DESIGNED to do such damage to light armored vehicles like orca/buggies/etc so nothing to fix there....

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Subject: Re: Generalcamo's mapping thread  
Posted by [Generalcamo](#) on Sat, 13 Nov 2010 17:21:58 GMT  
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Well, I might just remove Ramjets out right and just make havoc a commando from single player, with a sniper rifle and a grenade launcher to make it more CnC like.

I got thegrenade launcher figured out

It's a better launcher, with two weapons

Primary fire is a fast, long range anti infantry grenade

Secondary fire is the same, but is slower, heavier, but anti vehicle.

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Subject: Re: Generalcamo's mapping thread  
Posted by [Altzan](#) on Sat, 13 Nov 2010 17:29:17 GMT  
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If you need to do any basic modeling, say in gmax/Renx, these picture tutorials got me started, and might help you with some basic stuff. This is the only helpful thing I can provide, since LevelEdit isn't very friendly with me; you probably know more about it than I do.

Hope this helps somewhat, and good luck with the map.

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Subject: Re: Generalcamo's mapping thread  
Posted by [reborn](#) on Sat, 13 Nov 2010 20:13:39 GMT  
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It was a last minute quick "fix", due to time constraints and thetracyt they couldn't get the rockets to home properly. Rockets where supposed to be the scissors to the VTOL paper, they just ran out of time.

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Subject: Re: Generalcamo's mapping thread  
Posted by [trooprm02](#) on Sun, 14 Nov 2010 01:32:40 GMT  
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reborn wrote on Sat, 13 November 2010 14:13trooprm02 wrote on Sat, 13 November 2010 11:53I'd refer you to TT instead (to help them fix the default maps instead of bothering with fanmaps nobody plays). On a second note, ramjets were DESIGNED to do such damage to light armored vehicles like orca/buggies/etc so nothing to fix there....

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How'd you come to that conclusion? I don't remember seeing anything that point it being like that...

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Subject: Re: Generalcamo's mapping thread  
Posted by [reborn](#) on Sun, 14 Nov 2010 09:27:29 GMT  
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trooprm02 wrote on Sat, 13 November 2010 20:32reborn wrote on Sat, 13 November 2010 14:13trooprm02 wrote on Sat, 13 November 2010 11:53I'd refer you to TT instead (to help them fix the default maps instead of bothering with fanmaps nobody plays). On a second note, ramjets were DESIGNED to do such damage to light armored vehicles like orca/buggies/etc so nothing to fix there....

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I remember reading it years ago somewhere. I think it was from Aircraftkiller, and he mentioned it was from a westwood source.

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Subject: Re: Generalcamo's mapping thread  
Posted by [Generalcamo](#) on Sun, 14 Nov 2010 14:15:32 GMT  
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Ahhh, yes. Maybe I could crack open APB to see how there rockets work.

Unless, of course, someone shows me how to get it to work properly.

There are two sounds hidden in the directory, they are the homing sounds for the previously mentioned homing rockets. If anyone can show me how to get them to work properly, then special thanks will go in the readme.

I have discovered another blast from the past. Originally, when you enter an orca, the landing gear retracts, and the door at the cockpit closes, I discovered this from the alpha orca model. If anyone can get this to work, then this cool feature will be included in the map along with the beta model.

I would like aircraft to fly in like APB's helicopters. What script should I use?

I am thinking of unlocking some vehicles, using the beta models. How would I get the SSM launcher to work properly?

How do I add helipads and repair pads through the tile section in level edit?

How do I get the stealth sounds to work? I would like a sound for stealth tanks, and a sound for stealth infantry.

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Subject: Re: Generalcamo's mapping thread  
Posted by [HaTe](#) on Sun, 14 Nov 2010 14:41:12 GMT  
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I think the havoc/sakura should at least come with a chaingun as well.....500 more credits than a deadeye just for a spoofed up grenade launcher is a little much.

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Subject: Re: Generalcamo's mapping thread  
Posted by [Generalcamo](#) on Sun, 14 Nov 2010 15:15:26 GMT  
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True, a chaingun would be nice, although I don't want to make it the sole unit of choice, maybe an M16? or Maybe a M60?

The M60 would fire slower than the chaingun, but would be accurate and powerful.

The m16 would have two fire options. A Primary automatic, and a secondary trishot.

Take your pick. Remember, the M60 would have low ammo, and the m16 would have high ammo, but low ammo per clip.

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Subject: Re: Generalcamo's mapping thread  
Posted by [HaTe](#) on Sun, 14 Nov 2010 17:46:15 GMT  
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The m60 one sound more.....legit. The chaingun's rate of fire is naturally to high for the price of the chaingunner imo anyway.

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Subject: Re: Generalcamo's mapping thread  
Posted by [trooprm02](#) on Sun, 14 Nov 2010 18:59:02 GMT  
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HaTe wrote on Sun, 14 November 2010 08:41 I think the havoc/sakura should at least come with a chaingun as well.....500 more credits than a deadeye just for a spoofed up grenade launcher is a little much.

LOL, you've been playing in st0rm too much...

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Subject: Re: Generalcamo's mapping thread  
Posted by [Reaver11](#) on Sun, 14 Nov 2010 21:31:41 GMT  
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reborn wrote on Sun, 14 November 2010 03:27trooprm02 wrote on Sat, 13 November 2010 20:32reborn wrote on Sat, 13 November 2010 14:13trooprm02 wrote on Sat, 13 November 2010 11:53I'd refer you to TT instead (to help them fix the default maps instead of bothering with fanmaps nobody plays). On a second note, ramjets were DESIGNED to do such damage to light armored vehicles like orca/buggies/etc so nothing to fix there....

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I remember reading it years ago somewhere. I think it was from Aircraftkiller, and he mentioned it was from a westwood source.

It sounds logical seeing as the bazooka did that in cnc95.

Duno where he found that?

However I dont think the ramjet was the quick fix for this problem. (These texts btw are found in the ENC strings table)

Although I'm not sure.

Westwoods description of Ramjet -> The Ramjet Rifle is an anti-vehicle weapon, and is also effective against buildings. This is essentially the armor-piercing equivalent of the standard issue Sniper Rifle.

Westwoods description of Rocketlauncher -> The Rocket Launcher is the ultimate anti-vehicle tool, and is especially effective against Transport Helicopters. Save your rockets for vehicle encounters.

Oh and dont forget the sentry! -> Szakolczay Type AS-2 Watchdog Automated Sentry Weapon: Designed to be a light, compact unit for maximum portability, the Watchdog folds out into an automated sentry position with friendly-fire detection utilizing standard signature protocols. This unit is effective for watching small areas or corner positions in tactical situations, making it an engineer's best friend as they go about their work. When Watchdog runs out of ammo, it self-destructs to prevent capture and reuse by the enemy.

There's one picture of it remaining check hud\_ramsentu.dds I did say remodel that and give it to a commando.

(Guess where sentu stands for )

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Subject: Re: Generalcamo's mapping thread

Posted by [Tupolev TU-95 Bear](#) on Sun, 14 Nov 2010 21:34:59 GMT

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Reaver11 wrote on Sun, 14 November 2010 21:31  
reborn wrote on Sun, 14 November 2010 03:27  
troopr02 wrote on Sat, 13 November 2010 20:32  
reborn wrote on Sat, 13 November 2010 14:13  
troopr02 wrote on Sat, 13 November 2010 11:53  
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There's one picture of it remaining check hud\_ramsentu.dds I did say remodel that and give it to a commando.

(Guess where sentu stands for )

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, in all my time I have been through the always.dat I never seen this.

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Subject: Re: Generalcamo's mapping thread  
Posted by [HaTe](#) on Sun, 14 Nov 2010 22:19:53 GMT  
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trooprm02 wrote on Sun, 14 November 2010 12:59HaTe wrote on Sun, 14 November 2010 08:41  
think the havoc/sakura should at least come with a chaingun as well.....500 more credits than a  
deadeye just for a spoofed up grenade launcher is a little much.

LOL, you've been playing in st0rm too much...

I think I'm still banned from st0rm from over a year ago. If I'm not, i honestly wouldn't know, so  
clearly I don't ever play there. I actually play so little there that i fail to see the meaning your post,  
actually.

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Subject: Re: Generalcamo's mapping thread  
Posted by [trooprm02](#) on Sun, 14 Nov 2010 22:32:51 GMT  
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They give random weapons to random characters for no reason, ex: chainguns to hotwires.

Point: why in the world should Sakura's/Havoc's get 2 primary weapons? Their 1000 for a reason,  
there stock gun is good enough.

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Subject: Re: Generalcamo's mapping thread  
Posted by [Dealman](#) on Sun, 14 Nov 2010 22:55:34 GMT  
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Generalcamo wrote on Sun, 14 November 2010 16:15True, a chaingun would be nice, although I  
don't want to make it the sole unit of choice, maybe an M16? or Maybe a M60?

The M60 would fire slower than the chaingun, but would be accurate and powerful.

The m16 would have two fire options. A Primary automatic, and a secondary trishot.

Take your pick. Remember, the M60 would have low ammo, and the m16 would have high ammo,  
but low ammo per clip.

To add more realism it should be the other way around.

The M60 is pretty accurate for being a Machine Gun and it's really powerful and comes with a lot  
of Ammo. According to Wikipedia the basic ammunition load 600 to 900 Rounds, and that's in  
total.

I believe the M60 can hold 100 Rounds per "Clip".

The M16 however have a slightly faster Rate of Fire but a smaller clip size. And of course, it's  
more Accurate.

To sum it all up, I believe this would be a pretty nice Setting;

M60:  
Damage: Moderate-High  
Accuracy: Moderate  
Recoil: High  
Ammo: High(500 Reserve)  
Clip: 100 Bullets

M16:  
Damage: Low-Moderate  
Accuracy: Very High  
Recoil: Low-Moderate  
Ammo: Moderate(120 Reserve)  
Clip: 30 Bullets

But that's just my personal opinion. (Yes, I don't like Infantry with infinite ammo.)

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Subject: Re: Generalcamo's mapping thread  
Posted by [Generalcamo](#) on Wed, 17 Nov 2010 01:50:32 GMT  
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NO i;m not dead.

I have found a HUGE antpile of assets in a mod. They are free and opensource, so I used them.

No more Toothpick on steroids, the beta guardtowers looks better

With scripts 3.4.4, helicopters come in through helipads

The recon bike looks MUCH better

SSM launcher works!!!

I added these and now the map doesn't work, i'll find a fix later. Tell me what you think about these.

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