
Subject: RA_Fjord

Posted by [Aircraftkiller](#) on Tue, 24 May 2011 21:01:53 GMT

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Here's the link to the level I'm working on for A Path Beyond. I wouldn't refuse considering a version for Renegade, however.

<http://www.bluehellproductions.com/forum/index.php?showtopic=24175>

If you can't get to that link, I'll just post up the screenshots here. They are in chronological order, sorted from the time I began work on it (Saturday, the 21st) to today.

<http://www.3dholmes.com/images/APB/Fjord.jpg>
<http://www.3dholmes.com/images/APB/Fjord1.jpg>
<http://www.3dholmes.com/images/APB/Fjord2.jpg>
<http://www.3dholmes.com/images/APB/Fjord3.jpg>
<http://www.3dholmes.com/images/APB/Fjord4.jpg>
<http://www.3dholmes.com/images/APB/Fjord5.jpg>
<http://www.3dholmes.com/images/APB/Fjord6.jpg>
<http://www.3dholmes.com/images/APB/Fjord7.jpg>
<http://www.3dholmes.com/images/APB/Fjord8.jpg>
<http://www.3dholmes.com/images/APB/Fjord9.jpg>
<http://www.3dholmes.com/images/APB/Fjord10.jpg>
<http://www.3dholmes.com/images/APB/Fjord11.jpg>
<http://www.3dholmes.com/images/APB/Fjord12.jpg>
<http://www.3dholmes.com/images/APB/Fjord13.jpg>
<http://www.3dholmes.com/images/APB/Fjord14.jpg>
<http://www.3dholmes.com/images/APB/Fjord15.jpg>
<http://www.3dholmes.com/images/APB/Fjord16.jpg>
<http://www.3dholmes.com/images/APB/Fjord17.jpg>

Subject: Re: RA_Fjord

Posted by [Reaver11](#) on Tue, 24 May 2011 21:10:20 GMT

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Very nice work!

Subject: Re: RA_Fjord

Posted by [Tupolev TU-95 Bear](#) on Tue, 24 May 2011 21:11:48 GMT

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Excellent work.

Subject: Re: RA_Fjord
Posted by [Gohax](#) on Tue, 24 May 2011 22:34:13 GMT
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Map looks really nice. I'd love to play this in Ren, tbh.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 24 May 2011 23:27:14 GMT
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Thanks - I appreciate it a lot.

Here's the civilian building that I'll be duplicating to make the mining town, it's pretty much finished at this point. I will probably add props to it, thinking of adding a bed, a desk, and some assorted things like electric lamps and whatnot. I don't want to add too much, it will make it difficult to move around inside of them.

<http://www.3dholmes.com/images/APB/Fjord18.jpg>

<http://www.3dholmes.com/images/APB/Fjord19.jpg>

<http://www.3dholmes.com/images/APB/Fjord20.jpg>

Subject: Re: RA_Fjord
Posted by [zeratul](#) on Tue, 24 May 2011 23:40:08 GMT
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Subject: Re: RA_Fjord
Posted by [renalpha](#) on Wed, 25 May 2011 07:26:19 GMT
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ACK, thats really impressive.

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Wed, 25 May 2011 08:07:50 GMT
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Looks great

Subject: Re: RA_Fjord
Posted by [Gen_Blacky](#) on Wed, 25 May 2011 08:15:26 GMT
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yea looks good ACK continue making maps for Renegade

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 26 May 2011 08:05:03 GMT
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Here's my latest progress. I've been sick for a while so I was taking it a bit easier today than I was the other two days. I've mostly finished the underground area's geometry. I will be adding support beams and other mining tools. Also, notice the Glacier-esque stalagmites on the cliffs above ground, plenty of places to hide and pop out to attack. I've included the scale to make it easier for people to figure out how large this is.

Still waiting on someone to get me a Mammoth Tank chassis in Max form so I can make sure that there is enough maneuvering space.

<http://www.3dholmes.com/images/APB/Fjord21.jpg>

<http://www.3dholmes.com/images/APB/Fjord22.jpg>

<http://www.3dholmes.com/images/APB/Fjord23.jpg>

Subject: Re: RA_Fjord
Posted by [Gen_Blacky](#) on Thu, 26 May 2011 08:45:49 GMT
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why not just w3d import the mammy to check.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 26 May 2011 16:00:21 GMT
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Because I don't have a suitable version of 3DSM to import it with.

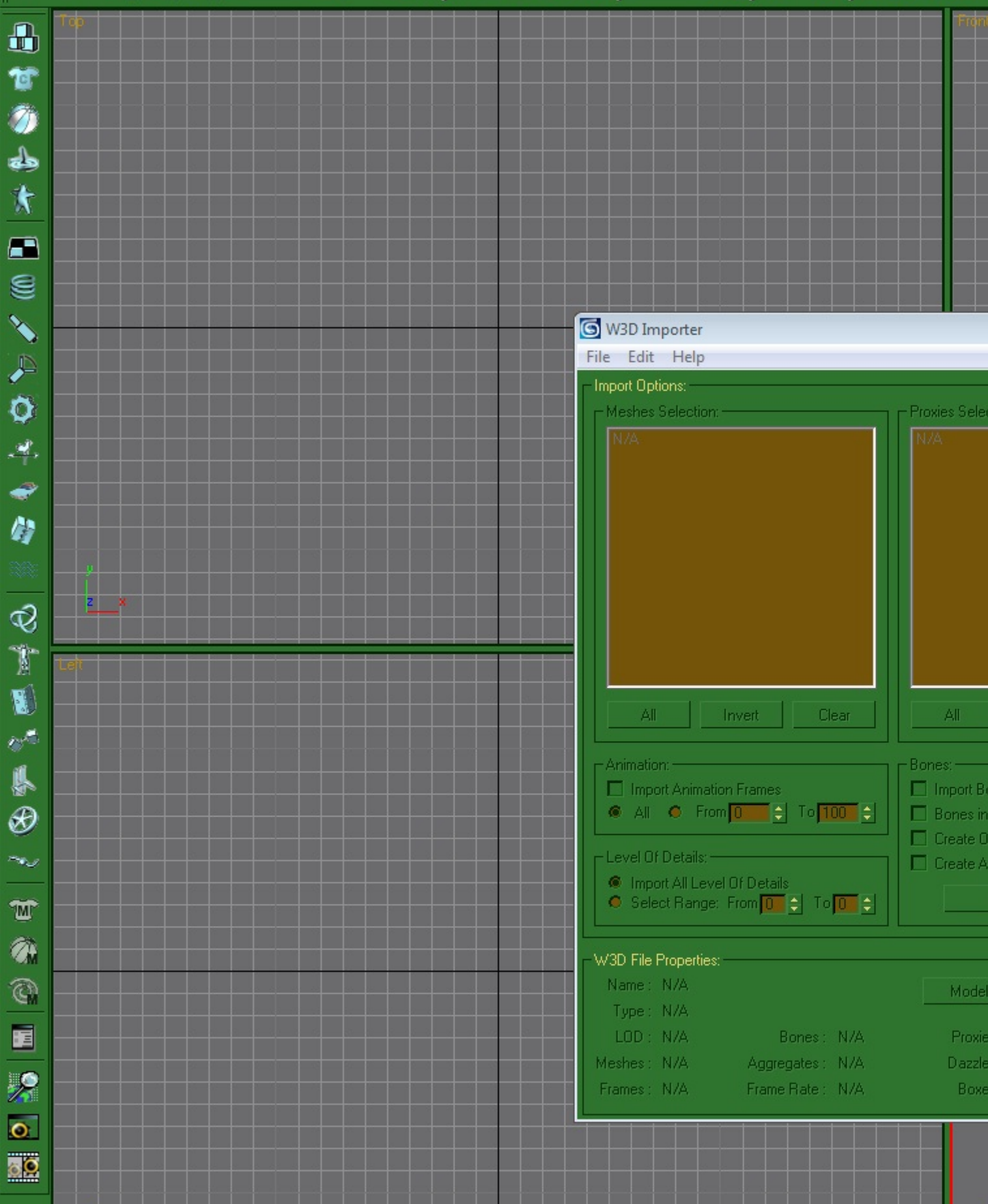
Subject: Re: RA_Fjord
Posted by [Gen_Blacky](#) on Thu, 26 May 2011 16:43:22 GMT
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Renx w3d importer will work in 3ds max 8 or 9 got it working in both. I'm using 3dsmax 8 with the

renx pack. What version are you using the newest version 2012 or something.

File Attachments

1) [3dsmax.jpg](#), downloaded 525 times



W3D Importer

File Edit Help

Import Options:

Meshes Selection:

N/A

All

Invert

Clear

Proxies Selection:

N/A

All

Animation:

☐ Import Animation Frames

☒ All ☐ From To

Level Of Details:

☒ Import All Level Of Details

☐ Select Range: From To

Bones:

☐ Import Bones

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☐ Create A

W3D File Properties:

Name : N/A

Type : N/A

LOD : N/A

Meshes : N/A

Frames : N/A

Bones : N/A

Aggregates : N/A

Frame Rate : N/A

Model

Proxies

Dazzle

Boxes

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 26 May 2011 17:28:03 GMT
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I use 2011, upgrading to 2012 before my student license expires.

Subject: Re: RA_Fjord
Posted by [Taz](#) on Sun, 29 May 2011 11:50:01 GMT
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Not bad, not bad at all.
I'd add some rocks here and there for some detail.

A renegade version would be pretty neat.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 04 Jun 2011 19:04:41 GMT
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I'd like to see if someone can get me the 3DSM versions of all of the Renegade buildings. I'd like to add Tiberium Silos, Repair Facilities, and Construction Yards. Maybe even Communication Centers. I'd also like to get hold of all of the two-floor buildings so I can light map the Nod interiors.

Subject: Re: RA_Fjord
Posted by [reborn](#) on Tue, 07 Jun 2011 06:34:57 GMT
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Some maps don't translate well from APB <---> Renegade because of the size, vehicles and other gameplay aspects that have to be considered when making a map for each game. I'd be interested to see how it would play in each game...

I would love it if you was more on board with MP-Gaming, where we could assist you in the promotion of the map in APB, run it on the official server, mention it on the MOTD, and possibly offer assistance with some aspects of the map. Many of the staff at BHP are moderators at MP-Gaming, and half the admins are BHP staff.

It looks fantastic environmentally and I'm sure it will be a fan favourite.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 07 Jun 2011 15:41:32 GMT
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I honestly designed it so that it would be usable in Renegade, APB, and UDK. It's really not that big, so it should play better than the current maps in APB due to its smaller size; it should conversely give Renegade players a little bit of breathing room for a change.

I'm not sure what you mean by "on board with MP-gaming". How would I go about doing that?

Subject: Re: RA_Fjord

Posted by [reborn](#) on Wed, 08 Jun 2011 06:43:43 GMT

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If you was more of an active member in MP-Gaming I'm sure it would lead to a natural progression. Most of the BHP APB staff are there and half the admins are staff at BHP. A couple of us are TT devs too. It seems like a good place to launch your map and any ideas you have. We do consult with BHP over changes we make, but ultimately the only server that players use is ours, and the decision lies with us.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Wed, 08 Jun 2011 21:05:57 GMT

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Well, at this point, I want to push this level farther than any other I've done. I would like to add all of the missing buildings to this one. I've been redeveloping the Advanced Communications Center so that it can be light mapped.

Here's the GDI Construction Yard in W3D Viewer with light maps enabled.

Here is the Advanced Communications Center after I've cleaned up the original WS mesh, repainted it, and added some extra detailing (skylight, rear door, cleaned and properly scaled UVs with shattering windows) to the model. The windows also break independently, each pane breaks instead of the entire window.

I plan on releasing these structures to the public so they can be used outside of Fjord. I figure everyone would like access to improved interiors that have actual light maps. I need to light map the Shrine of Nod in addition to the Advanced Communication Center. I also need to do the Nod Communication Center and Nod Construction Yard.

I think this level might benefit from enabling flying units. I'd like to add Helipads to it and rework the way Orcas/Apaches work by making them need to reload at the Helipad instead of being able to constantly fly around and attack units. However, they would also get much more improved

armor so that n00b cannons wouldn't be able to hurt them anymore.

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Wed, 08 Jun 2011 23:20:23 GMT
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Hmm, do you have a counter to the reworked air units planned? I've been putting a small amount of time each week into my beginner map, those light mapped building would be useful, although it will only have Weapons Factory, Airstrip and both sides' Refinery.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 08 Jun 2011 23:58:29 GMT
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Well, I'd like to ideally go back and make all missiles homing. In addition, Nod would get SAM Sites that keep the Orcas at bay.

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Thu, 09 Jun 2011 00:16:41 GMT
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Hmm, hooming only seems to work around 1/3rd of the time with the engine, I experience this in both Renegade and APB. I vaguely recall that APB Beta's Rocket Soldiers didn't have hooming but they had some ridiculous area of effect that would damage air units even when the missile didn't hit the air unit being shot at. Although I'm not sure about that, it's been a long time since I played APB before I started playing it again after Gamma got released.

Subject: Re: RA_Fjord
Posted by [reborn](#) on Thu, 09 Jun 2011 06:42:08 GMT
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Those buildings look amazing for renegade, your ideas sound great!

I need to play this map and experience what I should of been able to a long time ago! Fantastic!

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 09 Jun 2011 15:30:46 GMT
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Well, reborn, I'm glad you're excited to see this. I'll probably need some help initializing everything

since I haven't worked in LevelEdit for five years. Setting up reloading Helipads, Repair Facilities that repair (or allow you to repair for credits) without breaking the game's C4 mines ala Glacier_Flying, and Construction Yard base repairs along with tying beacon purchases to the Shrine of Nod/ACC will require some technical expertise that I've forgotten over the years, and I would like to have some assistance to make it possible for this level.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 10 Jun 2011 03:29:50 GMT

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Got some more work done. I think I'm finished with the interior. I've added the second floor multiplayer TV sets above the MCT. The lighting should be finished, as well. I was considering adding more to the building's interior, but I felt that it wouldn't fit into Renegade's current MP interiors which are generally bare.

Right now, I have made space on Fjord for the following buildings:

GDI: Construction Yard, Barracks, Weapons Factory, Adv. Comm Center, Repair Facility, Helipad, Tiberium Refinery, Tiberium Silo, Advanced Guard Tower.

Nod: Construction Yard, Hand of Nod, Airstrip, Comm Center, Repair Facility, Helipad, Tiberium Refinery, Tiberium Silo, Obelisk of Light, Shrine of Nod, Turrets, and SAM Sites.

I'd like to surround each base with walls and base gates. I will probably end up taking out the major base defenses, and leave only SAM Sites, Turrets, and Guard Towers. I may also end up creating a new Guard Tower model that's more in-line with the old Tiberian Dawn version, since the one in Renegade looks completely non-functional and ugly.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 10 Jun 2011 06:15:21 GMT

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Here's another update, I modeled a 90 polygon Tiberium sponge and brought it into Mudbox to create an ambient occlusion map that I can use to paint the diffuse map. I was going to use tiber_02.tga from Renegade, since it has a sponge texture, but the whole thing is 128 pixels. I want something that's 256.

<http://www.3dholmes.com/images/APB/tiberium.jpg>

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 10 Jun 2011 07:36:42 GMT
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Before I go to bed, here's the finished Tiberium sponge. I painted it in Mudbox and used the AO map to give the diffuse map some definition. It's now 200 polygons instead of the 260,000 or so it was in Mudbox.

I can easily spread it around in the Tiberium fields of Fjord without causing any framerate clogging. I think it will look pretty nice with some diffuse-only lighting in LevelEdit. Of course, if I could have exported the normals and the spec map from Mudbox for use in UDK, it would look a whole lot better.

Subject: Re: RA_Fjord
Posted by [reborn](#) on Fri, 10 Jun 2011 08:46:50 GMT
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Zunnie from MP--Gaming is your man for level edit. I am sure he would be delighted to work with you on the map and be a valuable resource for the level edit work.

What purpose will the Comm Center's and Shrine of Nod serve? Will they have any function, or just add to the environment? If they server no real purpose, I am not sure they should be anything more than part of the environment and should not be in the base, or at least not an area that is accessible.

I could be wrong in my assumption of those buildings having no real purpose (possibly you intend for the Comm Center to be tied into the player's radar?), but I am sure you're missing a vital building, the Power Plant (which you could also perform some magic on and use the Advanced Power Plant).

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 10 Jun 2011 17:38:43 GMT
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The Adv. Comm Center and Shrine of Nod would ideally be used to control beacon purchases. From the strings database in Renegade, the Shrine of Nod MP description: This building provides spiritual guidance for Nod. In addition, it houses missiles for nuclear strikes. Destroy it to hamper Nod's nuclear capability.

The Adv. Comm Center MP description: Enemies in proximity to an active GDI Communications Center have their radar scrambled. The Communications Center also enables GDI Ion Cannon strikes. Destroy it to hamper this ability.

The Nod Comm Center would simply control radar as well. I did forget to mention Power Plants...

They're going in.

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Fri, 10 Jun 2011 19:21:55 GMT
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What you've posted looks really excellent. Are you gonna give all buildings the multi-floor interior treatment and like a guy asked on the APB thread, are you gonna move the beacons so they do more damage?

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 10 Jun 2011 20:56:09 GMT
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I'm not adding additional floors. I'd have to redo the light mapping in the other buildings for that to work, since everyone hates elevators. The two-floor structures for GDI have light maps and elevators.

I'm not sure how I'd go about making the beacons "do more damage". I guess he means increasing the radius of the beacons? I suppose I could do that, since the bases will be larger.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 10 Jun 2011 22:22:56 GMT
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Here's the Adv. Comm Center interior light mapped inside of W3D Viewer. Light mapping in Renegade is such a pain in the dick. I came over from using UDK's oh-so-easy lighting tools with automatic unwrapping only to remember that Renegade is a different beast and requires a lot of extra work for no good reason. I also ended up going into Photoshop and using my tablet to paint in some fill lighting where the auto-unwrap in Max 8 was screwing things up.

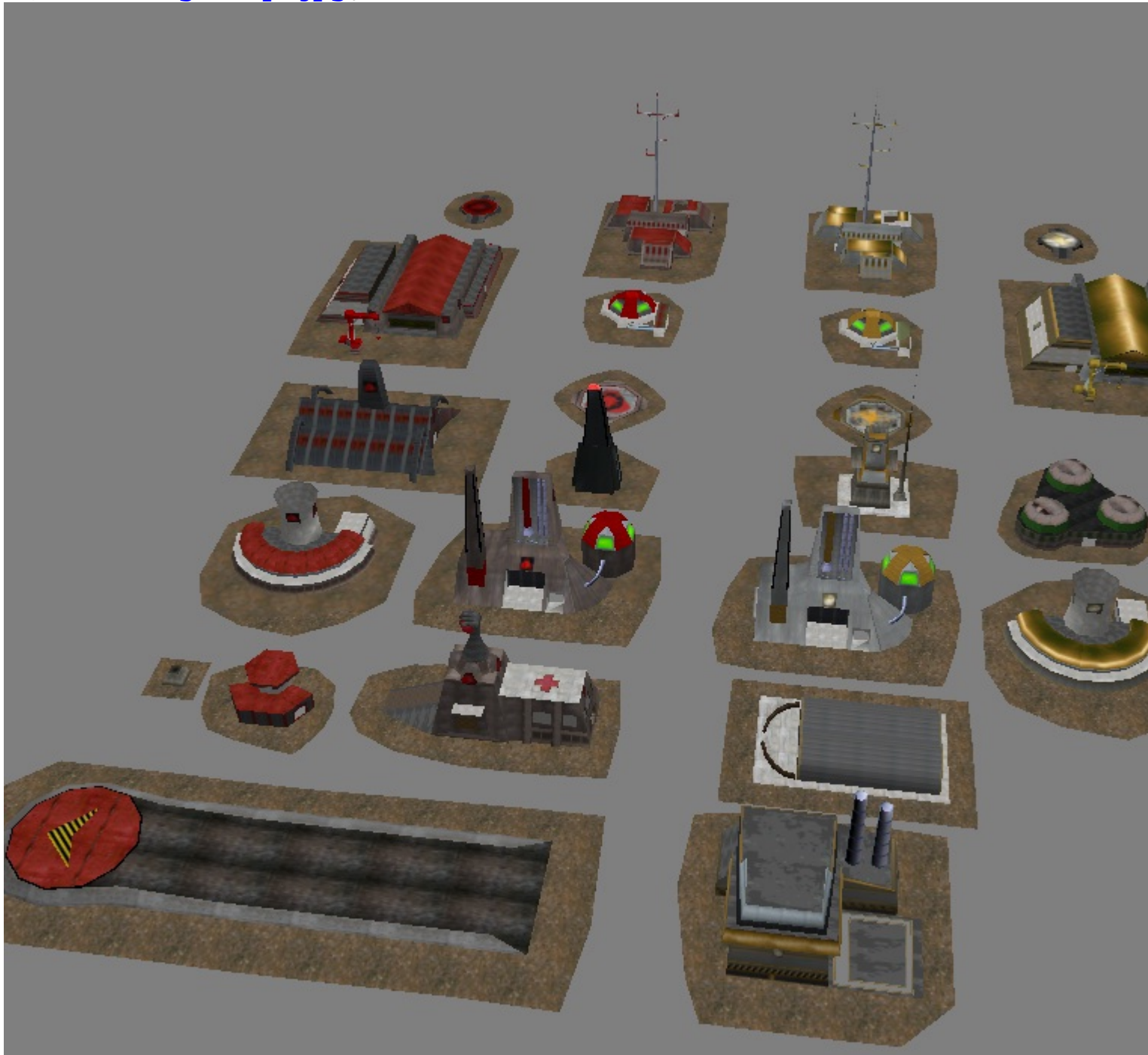
Subject: Re: RA_Fjord
Posted by [Gen_Blacky](#) on Fri, 10 Jun 2011 23:09:27 GMT
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Very nice Ack. I have been working a building pack with the correct Aggregates, damage , explosion animations, vis, vehicle blockers, ect for all the buildings. Almost all the leveledit work is already done for all the buildings.

I can help you you setup everything. Keep up the nice work.

File Attachments

1) [BuildingSetup.jpg](#), downloaded 1847 times



Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 11 Jun 2011 01:36:24 GMT

You have everything correct except for a few things:

Those Repair Facilities are ugly as sin - the version called "Rep^Nod_Pad.gmax" is the one that you should use. It only utilizes the rep^nod_pad.tga texture for its surface and looks much more visually interesting.

The GDI Comm Center should be an Adv. Comm Center.

Looks good otherwise. Is this in 3DSM format? If so, could I grab a copy off you? I wouldn't mind collaborating with you if you want to help me get some buildings finished. Although I'm not sure what help I'd actually need considering the aggregates already exist in gmax form and are usually ready-to-export.

Subject: Re: RA_Fjord

Posted by [Gen_Blacky](#) on Sat, 11 Jun 2011 02:47:52 GMT

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1. Rep^Nod_Pad.gmax is the one im using with textures rep^NOD_pad.tga , rep^GDI_pad.tga.

There are these other 2 models in Ren Building Assets.

2. Haven't added Advance Com Center yet.

My idea was

Normal com Center for Radar.

Advance Com Center and Nod Shrine for Beacons.

I wasn't going to use the Adv com center but I can see you actually made the adv com center interiors that actually looks good.

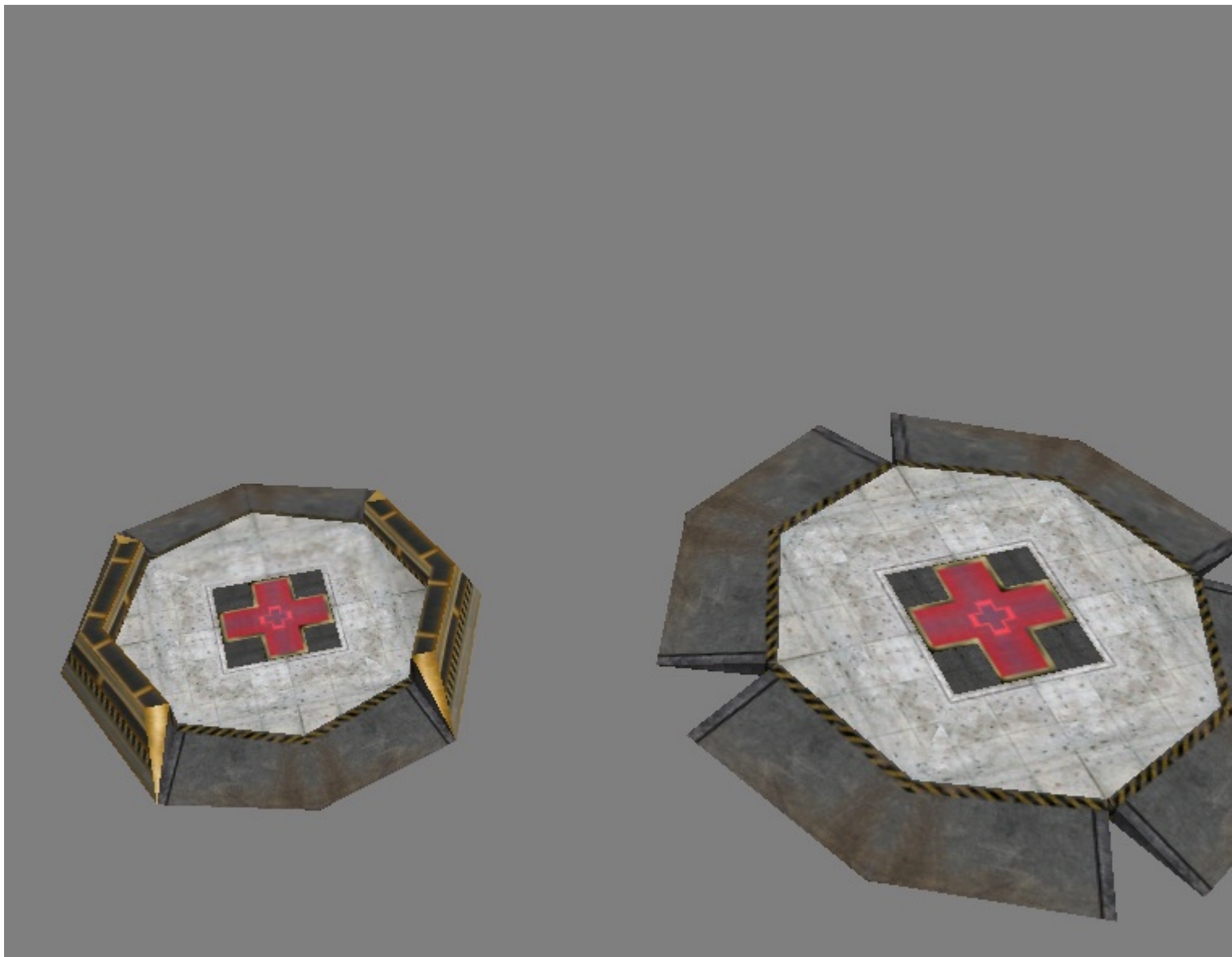
I modified some of the aggregates, for the most part they are all the same that are in the ren building asset pack.

Some of the existing building packs like the ones that where on Renhelp.net for years had missing proxies our incorrectly named ones.

Right now this is only in gmax a flying and non flying version. I might setup one for 3ds max not sure.

File Attachments

1) [reppads2.jpg](#), downloaded 1433 times



Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 11 Jun 2011 04:03:28 GMT

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Frankly, if it isn't in Max format then I won't be able to use it. I was planning on importing the buildings from some of my old levels, like the GDI Power Plant, AGT, etc. I modified their textures or added elevators to the exterior and I'd like to keep some of that detail since it looks better than the stock buildings. Thanks for the offer, though. If you want the Adv. Comm Center, download it [here](#).

The proxies look weird, since they're not centered to 0 with the building. It should work unless something changed. If you'd like to help, though, you could go through to my old aggregates on River_RaidTS and make sure they're compatible with this building - renaming the meshes to mgacm^ or mgacm#, moving them if they need moved, etc. I needed to rename it to mgacm from

mgacc because I don't want Renegade pulling in the interior from old levels like River_RaidTS/Mars/whatever else.

/edit

//This is the Repair Facility that's been properly textured

///

////It's under C&C Mode -> GDI -> mgrep -> pat_fx -> rep^Nod_pad.gmax

Subject: Re: RA_Fjord

Posted by [Gen_Blacky](#) on Sun, 12 Jun 2011 19:20:00 GMT

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Do you have the silos , repair pads, heli pads, com centers in max. If not I will just convert them. I have all the other buildings.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 12 Jun 2011 20:00:05 GMT

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I have a lot of things in 3DSM format, including the Helipads and some other structures. I also have the Barracks ag_3 aggregate file which I will use to rebuild some aggregates for buildings like the Adv. Comm Center.

Right now I'm getting all of the buildings into 3DSM with my own personal edits to textures/models. I made the changes so that the old buildings utilize the textures they're given in a logical manner, along with using texture space in a better fashion than the WS artists did. Some buildings were changed a lot, such as the Hand of Nod, which I've redeveloped into the E3-style Hand of Nod from 1999. In addition, I just ripped apart the hand holding the globe and added a lot more detail to it; it was previously nothing more than a sad collection of polygons resembling a hand clutching a globe.

There are more changes, such as textures fixes to the Repair Facility, the redone Adv. Comm Center exterior, improved GDI signage on the buildings, etc... I'll be releasing this as a Max file for everyone to use so that buildings don't require RenX to be added into terrain.

Subject: Re: RA_Fjord

Posted by [HaTe](#) on Sun, 12 Jun 2011 20:19:32 GMT

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Quote:without breaking the game's C4 mines ala Glacier_Flying

I know both RR and 4.0 have that fixed, so you might not need to worry about it. That is, if you're talking about the same thing I am....Oh, and nice work. It'd be nice to see some more competitive gameplay maps out there, especially with 4.0 likely being released very soon.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sun, 12 Jun 2011 20:42:32 GMT
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I don't think they'll fix the FPS issues from the CPU being eaten alive by the bugged repair logic. I'll play it safe and use Jonwil's scripts unless I'm informed that everything is alright with the regular game logic.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 01 Jul 2011 01:06:50 GMT
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Finished up the circuit breakers. I've begun the painting process for the entire level, which means I'm getting close to needing testers for this. Here's some progress, in a breakdown:

Radio antenna added.
Civilian buildings painted with fully modeled interiors.
Electrical substation equipment painted.

I'm not sure if I want to keep the Ore Refinery, but I can't say it looks out of place at all. Now, since this is done, I have to look at whether or not I'll take the Ore Truck I modeled and painted back in 2005 and upgrade it so that it can be a static prop for this level.

Here's progress images:

Subject: Re: RA_Fjord
Posted by [Blazea58](#) on Fri, 01 Jul 2011 19:03:19 GMT
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Looking like a good map, i like all the extra details, how is it holding up for the polygon count?

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 01 Jul 2011 19:09:15 GMT
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The base mesh is 5,000 polygons, including the underground ore mines. With the Ore Refinery, the substation, the civilian structures, plus assorted things like power lines, towers, etc, it comes out to 49,000 or so. I haven't added trees yet, or any foliage.

The substation is fenced off now. The Max renders are kind of iffy because I'm using area shadowing from the main light source, and it doesn't play well with alpha channels like the fence.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 02 Jul 2011 04:43:52 GMT
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I'll consider it if I have enough time to implement it. So, for today's agenda:

Added the chain link fence with razor wire around the substation. Will probably add a larger entrance to it in the rear so that there are three ways to get inside it for cover.
Got new walls painted and set up.

One of the things I wanted to do with this level is add base walls with gates. I took the walls from Renegade's level 10 3DS Max file which WS sent me in 2002 and kept the same geometry (after cleaning it), then repainted it in Mudbox. I decided to have "faction specific" walls with logos on them and some light to moderate scarring. There's a few pieces that go with this, but they're going to use the same texture. It has no end caps to the geometry since it's meant to be used modularly. They aren't finished yet, but what you see here is a good representation of the design I'm after.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sun, 03 Jul 2011 19:03:30 GMT
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Here are the walls in 3DS Max with a basic floor. I have the gate collars set up with a proxy to bring in the GDI and Nod gates. Will probably just bring the gate into Mudbox, although I could get away with the texture that's on them currently... I think it's comfortably detailed at this point, and I can reuse the texture for other wall segments in addition to different trim pieces for environments.

[/quote]

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 08 Jul 2011 04:46:56 GMT
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Here's the Ore Refinery after being painted in Mudbox and brought into W3D Viewer.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 12 Jul 2011 08:27:12 GMT
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After taking a break over the weekend, I've gotten back to work on it again. It's now being processed through the editor. I've been developing an aggregate for the level to contain the new particle systems I've developed specifically for it, such as the waterfalls you see here.

This is a preview of the texture style I'm going for. I'm using a mixture of the Renegade 2 textures and the textures that Mike Amerson gave me to finish up Noddingham. I will likely create some textures for the environment as well, outside of all of the textures I've designed in Mudbox. I would like to add ice to the level to give it that "spring time" feel, since the mountains are rimmed with fresh grass. As I said earlier, the "base to base" concerns are unfounded - this level is large enough that you cannot see the enemy base from your own, so it would be impossible to hit their base from your own.

Also, here's some music that I use for inspiration while working on this project: Hammock - Breathturn

Subject: Re: RA_Fjord
Posted by [Mauler](#) on Tue, 12 Jul 2011 08:50:33 GMT
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Amazing stuff, makes me wanna tinker in my mudbox! But sadly i haven't touched it yet. Anyways looks great can't wait to see the finished product.

Oh and nice new emitters/particles they look fantastic!

Subject: Re: RA_Fjord
Posted by [TNaismith](#) on Wed, 13 Jul 2011 06:35:36 GMT
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I've been following this thread every few days or so, but the work is so good that I didn't feel the need to post. Wanted to say those textures your thinking of using for the map, or the

'texture-style', per se, would be a really phenomenal addition. I generally dislike playing competitive game modes, and I know your slating RA_Fjord to most likely be a player vs player map, but given how much work your putting into it, the details, environment, terrain, textures and the like, I'd probably play it just to check out work you've put into the map.

Anyways, those textures are a good choice. Would love to see them in-game for the map. Great work so far with the modeling, lighting, texturing, and map flow/design concept, along with everything else.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 13 Jul 2011 07:28:50 GMT
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Thanks for the feedback. If you're interested in a game that doesn't have any fighting and revolves around exploration, you might like the game I was developing before I started doing some work for Renegade again.

Here's the trailer:

<http://www.youtube.com/watch?v=bUZbMVtZ7P4>

Subject: Re: RA_Fjord
Posted by [TNaismith](#) on Wed, 13 Jul 2011 17:30:44 GMT
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That is very appealing, although to be honest it is quite unclear what exactly the game will feature. The trailer and video description promises a lot, but more specific details about what the game-play will be like and whether it would be multiplayer or singleplayer would be nice to know.

The concept though strikes me as... something to do with broad-space exploration (think of EVE Online), and then being able to explore locations on actual planets? (As hinted in the last section of the video. Something like MYST?) If you ever develop that game more, be sure to link a website with more information, perhaps to your 3dholmes.com portfolio -- I've actually visited there a number of times and saw the screenshots from Parhelion under the 'Environment Art (Current)' section. I only realized those screenshots were from Parhelion after watching the trailer. Definitely pass me a heads-up or link if things get rolling again. I check the Ren forums often enough that a private message should do fine.

lordtnaismith-gaming [at] hotmail [dot] com, will also work.

Looking forward to the release of this map, as well as the structures and models -- they are of a useful high quality.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 13 Jul 2011 17:55:25 GMT
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It's more about exploring the environment. I can't say much more than that until I get farther with the project... Think something along the lines of Flower on PS3.

When I get time to work on it more, it'll be obvious. I'll be posting a lot more work to my portfolio.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 14 Jul 2011 06:18:19 GMT
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I really don't like the vertex lighting that this is limited to. I've attempted to move vertexes around to optimize shadows so they aren't all inaccurate and ugly. Unless I light map the level, this is the best it's going to look. I need to place lights in Max and export them to WLT so that I can get a more accurate global illumination simulation.

I decided to make the GDI base the 1990s version of Hammerfest from Tiberian Sun. There are signs alluding to this on the outside of the gates. I think the GDI base layout will work well, but I'm not sure if I want advanced base defenses.

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Thu, 14 Jul 2011 06:41:27 GMT
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I'd switch the PP around with the CY, so that the non-vital buildings are in the back. Advanced base defences are a must for maps this size imo, I'd add a few Guard Towers to at least cover the PP and Refinery. Does the AGT cover the base so Stealth Black Hands/Stealth Tanks can't rush or sneak in?

Subject: Re: RA_Fjord
Posted by [HaTe](#) on Thu, 14 Jul 2011 07:08:37 GMT
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By the looks of the screen shot there's only 5 entrances Iran, so it's probably not going to be easy to get in the base in the first place. I do agree with the guard tower suggestion though. I like the looks of the map as a whole very much, but I'm concerned that the gameplay may have it's

exploits and such, because of the size of the map, and the amount of buildings and everything. I'm sure you have a decent handle on this and are aware of it, but I also hope that you're keeping gameplay a priority over visuals.

I saw a tunnel system in one of the earlier pics, and am wondering where that connects to on the outside? Most tunnels are connected to both bases, but I'm assuming that's not the case because of the size of the map? I'm sure there will still be ways for infantry to do their sneaking around and such, right?

Edit: Nvm, i just saw the tunnel entrance in the first ss, my mistake. Doesn't that sort of make it impossible for any sort of infantry rush to be successful though (if the air happened to have died)?

It's hard to criticize or critique anything with only screen shots provided, so I could completely be missing the mark here, but will it be possible to even get to that entrance by the pp while the agt is still online?

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Thu, 14 Jul 2011 13:25:00 GMT
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From some earlier screenshots it looks if vehicles can go upwards to the elevation on the right (behind wf), the elevation is wider (and has an extra elevation) than shown in that screenshot from what I recall.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 14 Jul 2011 19:14:55 GMT
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Look at the earlier screenshots. The ore mines have four entrances but none of them connect to the bases. I could make an additional entrance that pops out behind each base, but that will require gameplay testing so I can see how the current gameplay works.

Before that happens, this needs to be put into a more finished state. When I get a test build out, I will let everyone know.

Subject: Re: RA_Fjord
Posted by [kamuixmod](#) on Thu, 14 Jul 2011 19:41:21 GMT
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if u need a tester, pm me

Subject: Re: RA_Fjord
Posted by [HaTe](#) on Thu, 14 Jul 2011 21:02:14 GMT

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I would suggest something like field; so that enemies can enter the base via infantry, but the AGT will still spot them at the start. That way it's not easy to sneak in to the base, but it is possible

Subject: Re: RA_Fjord
Posted by [Spyder](#) on Thu, 14 Jul 2011 21:31:27 GMT
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Marvelous! Keep up the good work.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 15 Jul 2011 22:56:05 GMT
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Got more progress done today. The waterfall was widened, I started placing Tiberium in the level, and the river was placed with proper materials and blending. Having an issue with the waterfalls looking like they're clipping into the emitters with some odd triangulation, but otherwise it's coming together fine. I've also taken the liberty of using the original sound that accompanied any appearance of Tiberium in C&C95 so that it feels more "classic" in a sense.

Also, all of the trees are proxied in.

Subject: Re: RA_Fjord
Posted by [reborn](#) on Sat, 16 Jul 2011 07:52:08 GMT
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The waterfall looks like nothing I've seen before for Renegade. It's beautiful.

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Sat, 16 Jul 2011 08:27:27 GMT
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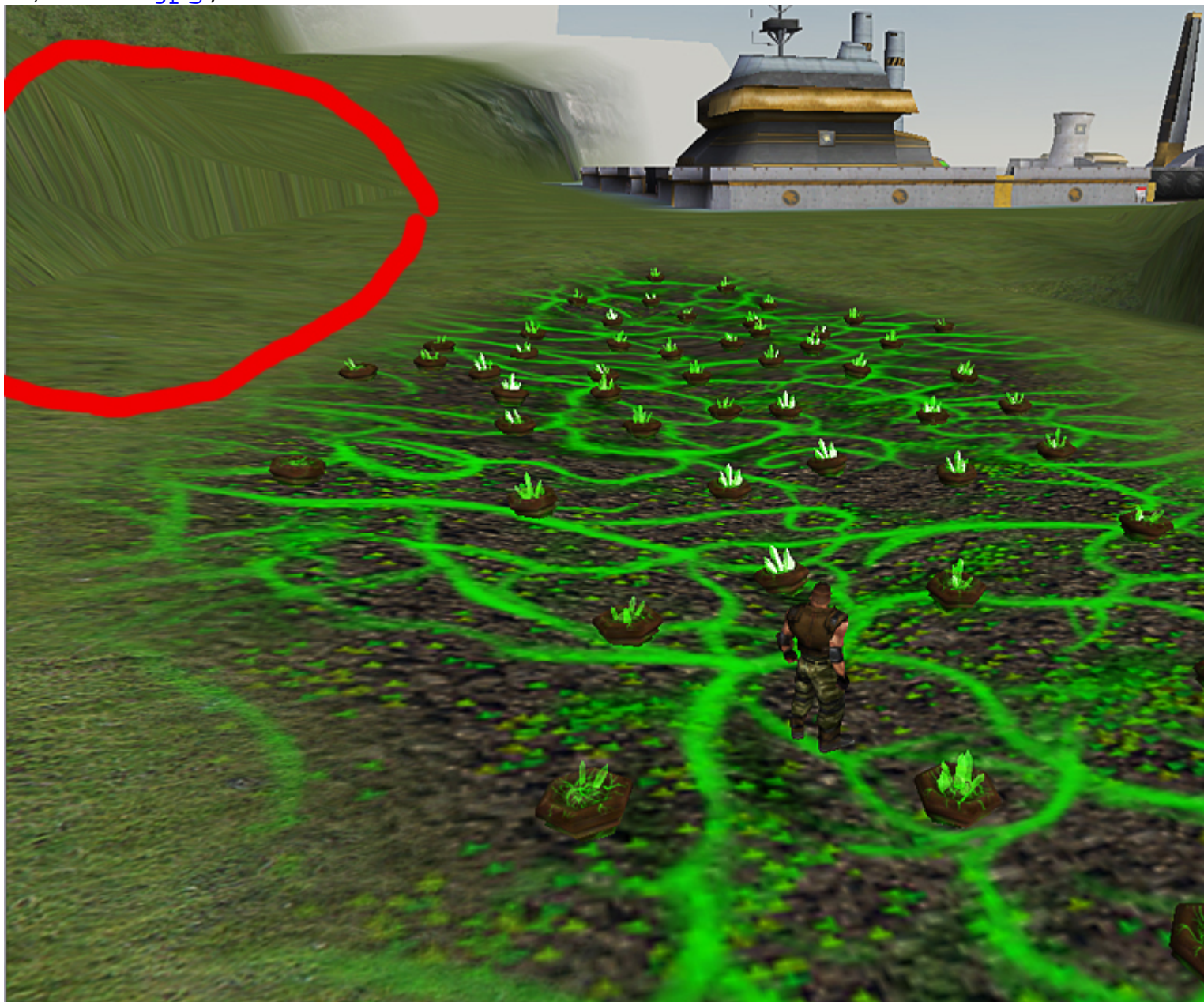
looks amazing

Subject: Re: RA_Fjord
Posted by [Spyder](#) on Sat, 16 Jul 2011 09:48:27 GMT
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I'd add some vertices here to prevent it from stretching the textures so much. Just a suggestion, no offence.

File Attachments

1) [asdf.jpg](#), downloaded 702 times



Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 16 Jul 2011 10:19:05 GMT

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Thanks for the comments and suggestion. I'm aware that the texture was stretching in that position. I hadn't, at that point, applied any UV modifiers to that terrain since it's part of the cliffs that I hadn't worked on yet. It is fixed now, as part of the process of making sure the entire level is UVed correctly.

I'm instancing more trees into the level and will put up more screenshots as I start importing the other pieces of the map, such as the power lines, civilian buildings, Ore Refinery, etc. The underground area also needs to be painted, but I'm thinking that it's going to get extended to reach both bases.

Subject: Re: RA_Fjord

Posted by [HaTe](#) on Sat, 16 Jul 2011 14:52:23 GMT

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Aircraftkiller wrote on Sat, 16 July 2011 03:19 Thanks for the comments and suggestion. I'm aware that the texture was stretching in that position. I hadn't, at that point, applied any UV modifiers to that terrain since it's part of the cliffs that I hadn't worked on yet. It is fixed now, as part of the process of making sure the entire level is UVed correctly.

I'm instancing more trees into the level and will put up more screenshots as I start importing the other pieces of the map, such as the power lines, civilian buildings, Ore Refinery, etc. The underground area also needs to be painted, but I'm thinking that it's going to get extended to reach both bases.

Good work man

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 17 Jul 2011 08:10:42 GMT

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I had created a new Tiberium texture yesterday when someone mentioned that the painted-over version of Renegade's Tiberium ground wasn't as eye-appealing as the Tiberium sitting upon it. Will probably reduce it to 256x instead of 512x.

I've begun cutting up the level's geometry to support a wide array of texture blending. I have also added several hundred trees and pieces of foliage that have been oriented to the camera to minimize polygon usage and maximize cover. They'll "fall down" if you look at them from above, which is the only drawback. I have Saberhawk's tool to fix that but it won't work for you if you're not using scripts 4.0... So I'll leave it the way it is.

The third of the map comprising the GDI base needs some more trees and texture blends, and then it'll be finished. I also began painting the tunnels with a special "ore mine" technique that I've refined so that the veins of gold don't look out of place against the rock they're blending into.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Wed, 20 Jul 2011 20:33:24 GMT
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Map is looking awesome, however I hate to say it but I think those tire tracks/ruts are looking a bit big (spacing wise) when compared to havoc... Then again, these are wide screen pics so maybe that is just messing with me.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 23 Jul 2011 04:07:53 GMT
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This project is so large that I'm starting to forget certain things that I should be doing, like the Ore Refinery's exterior pieces. I finished the paint job in Mudbox a few minutes ago.

I've made a lot of progress with the rest of the level, but there's too many tiny glitches for me to feel comfortable showing it yet. I'd have to spend a while defending my work against nitpickers! It would make more sense to finish it up a bit more so the inevitable concerns will be addressed beforehand.

Speaking of concerns, I'm not sure if I want to put in the interior of the Ore Refinery. It's going to be a lot of work for something that will be so trivial, and will require a lot of extra textures to make it look "right", which may cause problems with framerates. I think I'll just seal off the entrances with doors and make the windows opaque. Either that or make the windows translucent but have a silhouette of the interior to see.

Subject: Re: RA_Fjord
Posted by [Starbuzz](#) on Sat, 23 Jul 2011 14:13:28 GMT
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I don't know much about the original RA universe and its structures but if you were to sacrifice interior accuracy bypassing the lore, would it be possible to make the Refinery into a "dummy" structure (like the barn on Field)?

With no doors so it can be walked into and perhaps a ladder/stairs to go to the two upper levels that have the large windows.

I am only half-heartedly saying it though as I like your last idea of translucent windows with interior silhouette.

edit: reworded

Subject: Re: RA_Fjord
Posted by [Tupolev TU-95 Bear](#) on Sat, 23 Jul 2011 18:36:36 GMT
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This map is coming along very nicely.
I believe the ore refinery is going to be in the map like the barn in fields right? Correct me if I'm wrong.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 23 Jul 2011 19:25:49 GMT
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Look at some of the earlier screenshots. It's behind two civilian buildings. It's just a place to take cover.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sun, 24 Jul 2011 10:44:09 GMT
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I already reneged on my idea of not finishing the interior and completed it today. I did, however, rip out the basement; I felt that it was just too much space for the level to have. I would also need to add custom doors to it so that the smelting furnace didn't look weird.

Here's a relatively large update for you. I've mapped out most of the ore mines and developed a nice little material for the ore veins so that they look natural against the rock. They darken and lighten where the rock does, making it look like part of the mine, instead of superimposed upon it.

I've installed the radio tower, the civilian structures, and the Ore Refinery.

I fixed up the road so that it looks more like a dirt road rather than some random tracks with grass perfectly lining it. The blending has hand-painted variable blends so that it looks different at every

point in the center.

The electrical substation was installed.

Here's a frontal view of the Refinery with the two civilian buildings in the foreground. It's a bit dark so I may lighten it up a bit.

The inside of the civilian structures, with a pot belly stove (Mudbox painted, of course), bunk beds, sinks, etc...

And some views of the interior of the Refinery. It uses entirely stock Renegade textures, trying to avoid bloating the level's mix file any more than I already have.

Subject: Re: RA_Fjord
Posted by [Spyder](#) on Sun, 24 Jul 2011 11:12:58 GMT
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The trees look a bit unnatural to me, besides that this is an awesome map!

AIRCRAFTKILLER YOUR MAPS IS GREAT!

Subject: Re: RA_Fjord
Posted by [HaTe](#) on Sun, 24 Jul 2011 18:54:32 GMT
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Excellent work. The frontal view of the ore Refinery has weird lighting. On the mountain behind it, the sun appears to be shining down on one side, yet the building on the right side has a shadow that contradicts that. Could just be a Ren thing, but it popped out at me for some reason.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sun, 24 Jul 2011 19:20:54 GMT

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You're most likely seeing fog and thinking it's lighting. The level is so large that a lot of it doesn't appear until you move closer to certain areas, and the lighting will look off until you notice the mountains coming into view... Otherwise it's just pure fog obscuring everything. Renegade only has a 300 meter view distance, so anything beyond that gets clipped.

I may end up changing the lighting so that it hits the front of the Refinery instead of the side, so that the texture work I put into it will be more easily viewed.

Subject: Re: RA_Fjord
Posted by [HaTe](#) on Sun, 24 Jul 2011 21:33:30 GMT
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there's a download out there somewhere that increases that view. It's a "hack" so to speak, but it's good for long range screen shot purposes.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sun, 24 Jul 2011 22:33:16 GMT
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It wouldn't be representative of what everyone would see in-game, so I'd prefer not to use it. I had gotten APB's view extended to 600+ meters back when I was still running it. It's just hard to get everyone to use the same file in Renegade.

Subject: Re: RA_Fjord
Posted by [Doitle](#) on Tue, 26 Jul 2011 02:35:36 GMT
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This would make me consider reinstalling Renegade to see this thing in motion once it's complete.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 28 Jul 2011 02:45:25 GMT
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I've been developing the underground mining area. Part of it is being overtaken by Tiberium, which is the reason why the mining village is recently abandoned. I've started adding lights to it, although I would prefer it if it stays mostly dark. I've also added a re-spawning machine gun turret on the top of a cliff face that both factions can easily access. In the last image, ignore the cliff... It's something I forgot to add matching smoothing groups to. Will be fixed by tomorrow.

Also, for the observant among us, the light shafts become darker and lighter over the course of 10

seconds or so. It's meant to replicate the clouds moving across the sky.

Subject: Re: RA_Fjord
Posted by [Tupolev TU-95 Bear](#) on Thu, 28 Jul 2011 04:05:23 GMT
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Excellent work here, keep it up!

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sun, 31 Jul 2011 04:00:30 GMT
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I had written a note to myself when I was fleshing out the GDI base. I wanted to make the base look more realistic, so I've added street lamps and concrete blockers (vertex matched so the light flows over them, instead of through them) and fixed the sidewalks on the road so that they're raised correctly instead of being mini-ramps. The base also has parking lots, directional arrows, warning signs painted on the ground, etc... I will probably put all of the buildings on a sidewalk like I have for most of them, except for the Weapons Factory and Repair Facility. The WF being so close to the road will make a .5 meter difference instead of a .25 meter height difference, which would make it unhoppable by vehicles.

Here's the layout of Hammerfest with the new sidewalks, lamps, cargo, etc:

A close-up shot of the street lamps I've designed. I was originally going to use nothing but Renegade textures for it, then realized that it would look terrible because there are no textures in Renegade that could give the same detail that painting a custom map in Mudbox could. So I spent a few hours yesterday modeling it and painting it in Mudbox, and here we are. It has a reflective glass lens, with a glowing mesh to simulate the light and some dust geometry that has a material which simulates flies and moths buzzing around it.

I noticed someone had complained about the Advanced Communication Center's dishes. I found the dish texture that they were originally calling for. It apparently only exists inside of one of the zip files that Mike Amerson sent me 9 years ago. They are now modeled to fit the texture and look a lot better.

Here's another close-up of the GDI base. I didn't feel that the Repair Facility needed a sidewalk for obvious reasons (It's a vehicle repair facility!). The structures that do have sidewalks will likely have some decorative foliage to adorn them. Even military bases have some kind of landscaping.

When you come out of the ore mine that leads to the GDI base, the first thing you see besides the AGT and Guard Towers shooting at you is this:

I'll need some gameplay testers within two weeks so I can start figuring out if infantry need some kind of access to each base that can bypass the base defenses.

Subject: Re: RA_Fjord
Posted by [Starbuzz](#) on Sun, 31 Jul 2011 05:04:48 GMT
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Absolutely stunning work! I love your attention to detail. I stared at the street lamp shot for a few minutes. The redesigned AGT makes sense now, looks realistic, and downright sinister.

It will be an honour to help test. I didn't know there was no way possible yet for infantry to sneak in. What came to mind were the infantry tunnels in Last Stand that added an additional side of gameplay to spice things up a bit.

btw, that sign looks deadly. "GDI Hammerfest Command..." amazing! You did it so well that it churned my stomach and made me feel like an ordinary civilian. No joke. Authority just seems to be emanating from that sign.

Excellent professional work!

Subject: Re: RA_Fjord
Posted by [Spyder](#) on Sun, 31 Jul 2011 09:54:38 GMT
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One word: SWEET!

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sun, 31 Jul 2011 15:58:04 GMT
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Thanks guys. I think I'm going to connect some points in the GDI base to the ore mines and have

the entrance be a destroyable piece of rubble similar to the sewer grating that you can shoot out in Metro. That way, infantry can have some extra mobility but they wouldn't have access to every structure.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Mon, 01 Aug 2011 05:46:07 GMT
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Well, I've built an entire sewer system for Hammerfest. There are four grates that you can shoot out to access the system. The four grates are located by the Construction Yard (Away from the AGT's field of fire), the Tiberium Refinery, Barracks, and Advanced Communications Center.

The sewers provide a lot of cover for infantry with little "peek" spots where you can duck in and avoid being seen as easily as you would if you were running through the narrow passageways. All four sewer lines converge on the main sewage dumping area beneath the Weapons Factory. There is an old tunnel connected to the ore mines which leads into the dumping area.

I've laid out the geometry and mapped out most of the textures, but I still need to add a fence... Unless I set up a damage zone in the sewage water so that you die shortly after landing in it. I'll put up screenshots when it's more complete, should be sometime tomorrow.

Subject: Re: RA_Fjord
Posted by [Taz](#) on Mon, 01 Aug 2011 10:32:55 GMT
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Not bad.

The cave looks rather low on polygons though. W3D can easily handle 1+ million polygons on 1 single map, especially with today's computers it's no problem. All you have to watch out for is too many materials.

The grass/ground textures also look very low-res. 1024x1024 should be a minimum.

Eitherway, keep up the good work!.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Mon, 01 Aug 2011 14:40:38 GMT
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The geometry for the level is running at around 6k polygons. This includes the terrain only. The props, buildings, trees, bushes, etc - those push it around 100k and beyond. I'm aware of how many polygons it can "handle" but I'm not interested in wasting polygons for the sake of it.

The grass and ground are generally 256 to 512. I see no reason to use 1024x. The textures are tiled correctly and have enough breaks in repetition that it's a non-issue. The only thing that

requires a large texture is the Ore Refinery, which is a 2048x map. At 1024x or lower, the detail on it becomes indiscernible.

As I've said to other people, I'm not developing this level based on arbitrary design limitations. I'm developing it with the original limitations in mind and exceeding them by roughly 150%. When or if I port this over to UDK, it will use a set of textures that are higher resolution with a full set of normals, specular highlights, etc.

Subject: Re: RA_Fjord
Posted by [Reaver11](#) on Mon, 01 Aug 2011 15:54:12 GMT
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Might it look better to use the Beta/RJC styled guardtowers that more resemble the look of the cnc95 guard towers?
I don't really find the current small guardtowers fitting in.

I would like to test your map when needed.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Mon, 01 Aug 2011 16:21:14 GMT
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If I were to use different Guard Towers, I would end up modeling them and painting them in Mudbox - I'm not really interested in using anyone else's art assets for this.

I'll keep it in mind.

Subject: Re: RA_Fjord
Posted by [Soulhunter](#) on Mon, 01 Aug 2011 16:57:08 GMT
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This map looks really nice, good job
I would also like to help test if you want

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Mon, 01 Aug 2011 22:59:01 GMT
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I'll put up a download link for anyone interested in testing. It will have a different filename than C&C_Fjord.mix so that it will not conflict with the release version.

The sewers are completely painted and pretty much finished. I may make the fences shorter than

they currently are. How it works: You shoot open the grates, since they're a shatter-able object. Once you do that, you can come and go from the sewer as you please.

The Nod base will not have underground "tunnels", but will have several alternate ways of entering the base compared to the GDI base. The sewer exits at the aforementioned points, and the exits are clearly marked with signs such as "GBAR" and "GCON" so you know where you're popping out.

The sewer dumping area isn't really spectacular, but does have some good lighting in it. I'm happy with the whole thing so far, but I do need to work on the transition from the ore mines to the sewers.

This is a very early stage of the ore mine/sewer transition. I'm happy with how the rock meets the concrete, and will probably not need to change anything in that regard. I do need to finish mapping the ore mine's walls, but otherwise this part is basically finished.

I'm putting a forest up on the Nod side of the level and should have a good amount of coverage by tomorrow.

Subject: Re: RA_Fjord
Posted by [Intradox](#) on Tue, 02 Aug 2011 02:18:35 GMT
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Wow, looks great! I like how it incorporates so many aspects of renegade and real life things in it.

Subject: Re: RA_Fjord
Posted by [Spyder](#) on Tue, 02 Aug 2011 08:03:59 GMT
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Is that your renegade icon? If so, mind sharing it?

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 02 Aug 2011 14:49:16 GMT

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It's RenDirCon, just a tool to connect to a server directly.

Subject: Re: RA_Fjord

Posted by [Omar007](#) on Tue, 02 Aug 2011 16:09:42 GMT

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I think you should ask the maker for the icon. I could easily attach it to this post at the time I'm typing this but I do not know whether he'd like that

Group of 7 icons;

Smallest: 16*16

Largest: 256*256

Subject: Re: RA_Fjord

Posted by [Spyder](#) on Tue, 02 Aug 2011 19:07:48 GMT

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Omar007 wrote on Tue, 02 August 2011 18:09: I think you should ask the maker for the icon. I could easily attach it to this post at the time I'm typing this but I do not know whether he'd like that

Group of 7 icons;

Smallest: 16*16

Largest: 256*256

How about a PM?

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 04:41:51 GMT

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I'm working on the old "C&C rubble" that you'd find in Tiberian Dawn and Red Alert. I took my old rubble pieces from APB and modified them to the point that they were completely remade. I then applied UVs, stitched them together with an unwrap, exported to Mudbox, and painted them. The graffiti was the most fun of all of it. It was interesting trying to mix pieces with throwups and tags, and making it feel that several different artists had painted on the rubble... So each piece of graffiti is different and uses a mix of handwriting on my tablet. Here it is in W3D Viewer. It's using a 1024x texture but I could easily shrink it to 512 without a huge loss in quality.

I'm still progressing on the level. I've been adding more forest to the Nod side of the map, and have been adding more Tiberium so that the atmosphere feels more like C&C95 with the random

Tiberium patches growing in the woods.

Subject: Re: RA_Fjord

Posted by [HaTe](#) on Wed, 03 Aug 2011 05:09:34 GMT

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Is that a 4 door bar in your earlier screen shot? If so, does it have a 2nd floor, or is it just the one? I'm curious to know which side (nearest base or wall) that the MCT/elevator is located at if it is indeed has 4 doors.

I never really understood the purpose of a construction yard other than being another building that needs to be destroyed either...but i guess it does make the base look more "complete"

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 05:23:34 GMT

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I'm not using any two-floored structures. I would love to, since the GDI base would become an interesting labyrinth with the sewer access connecting to the bottom floor of the buildings. However, too many people complain about "lag" with elevators and I'm not willing to destroy the light mapping for the current buildings so I can put in stairs.

The Construction Yard will repair your buildings at a rate roughly that of an Engineer. It will make it a high-priority target, since it won't repair itself. You can access the GDI Construction Yard from the sewers and probably make it in the rear window entrance I added without being killed, but you'll hurt bad from the Guard Tower if it isn't taken out first.

Subject: Re: RA_Fjord

Posted by [HaTe](#) on Wed, 03 Aug 2011 05:28:07 GMT

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So, it's just a big old repair pad? Or is it the repair pad, and when that is destroyed, the repair pad is too? I haven't played any new maps in forever, so i can't remember exactly.

Is the bar MCT on the side nearest the middle of base, or nearest the outer base? It sort of makes a big difference, especially with the sewer system leading right outside of the barracks.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 05:37:06 GMT

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It's not a Repair Facility. I think Titan helped fuck up people's perception of what those two

structures do when he decided to put both of them together. Thanks... The Repair Facility only repairs vehicles.

The Construction Yard only repairs buildings. It's sort of a safeguard against instant-rushes. It also requires that you pay attention to your C4 timing, since blowing remotes early will throw off the damage required to destroy a building.

I think I know why you're figuring that it's a four-door Barracks: I removed the sandbags and razor wire in front. I felt that it didn't make sense in a base like Hammerfest, where the structures are more built-up than a field base like Complex or Under. There isn't much of a need for sandbags and razor wire when you have a concrete wall with base gates surrounding you. I did place concrete barriers in front of the two doors to prevent easy "sniping" of the characters spawning, and to keep vehicles from simply running over infantry as they pour out of the front.

To put it simply, the Barracks front end is where the sewer pops out. So the MCT is by the Weapons Factory toward the wall where it would be normally. Most of the sewer openings have a concrete barrier identical to the ones that block the Barracks' front door, so that infantry can pop out without the AGT gunning them down in moments flat. However, I really doubt that anyone could run inside of the Barracks without being killed.

The Hand of Nod's E3 style also helps prevent people from being crushed the second they walk out of the front door, and gives a few extra hiding places for beacons and defense.

Subject: Re: RA_Fjord
Posted by [HaTe](#) on Wed, 03 Aug 2011 06:14:26 GMT
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Ohhh, repair buildings. My mistake, I read it as vehicles at first for some reason. That's actually quite neat, and never noticed that that was it's functionality before.

I'm glad it's not a four door bar to be honest, infantry are too important for the barracks to be that easily accessible.

I can only hope the map won't be too much of an fps killer, especially with large numbers of players in it with the eventual release of scripts 4.0.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 06:20:50 GMT
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As much as I hate doing it, I will be adding visibility rendering to the level. That will bring frame rates up considerably, but the fact that you can't even draw the GDI base until you're in the middle of the map will also help alleviate any FPS issues. Same goes for the Nod base, you can't draw it until you're at the Ore Refinery.

To give you a sense of scale, if you were to start from the GDI Tiberium field on Glacier Flying and run all the way to the Nod Power Plant, that would be the size of the battlefield on Fjord from the GDI walls to the Nod Obelisk. The two bases are outside of that radius. It's a bit bigger than the stock Renegade levels but it's also got a lot more potential for gameplay.

Also, with vis rendering, I will need everyone's help to spot visibility errors - you'll notice them when you see a part of the level turn transparent. I'm hoping that it will cull a lot of the trees that you can't actively see, especially with how hilly the terrain is.

Subject: Re: RA_Fjord
Posted by [Reaver11](#) on Wed, 03 Aug 2011 09:12:00 GMT
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What I sometimes tend to do is turn up the walkspeed of Leveledits havoc and go spotting the vis glitches in LE.

Usually I find most of them via this method but for the exits of structures/tunnels I do reset the walkspeed to normal.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 17:49:22 GMT
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Right, but I can't do the vis corrections by myself in a reasonable amount of time. Having a lot of play testers taking screenshots of the errors would speed up the process considerably.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 22:20:08 GMT
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In other news, here's a changelist of not-so-visible-to-screenshots things I've done lately:

The Adv. Comm Center dish has a bluish color when the light hits it, but not when ambient light is hitting it. It also has a reflection map.

The ice scattered about the level now has reflection maps.

The AGT's texture, and the sewer walls by association, has been remade. I developed a new texture similar to the one that I was using from my old Metro level, but it's now 512x in size instead of 256. The sewers are now a lot less blurry looking, and the AGT looks downright menacing. I'll take renders of it when I get a chance.

The GDI base has had asphalt added to it instead of the Renegade 2 concrete. I found an old photo I had taken and sourced it from that.

I've added what's called "stage 1" textures to just about anything that could use the extra detailing that it provides. The ice is one thing that uses it, but a lot of textures almost require them now to look competitive next to other games on the market. For example, the GDI Repair Facility will have tank track marks all over it from repeated usage. Here's a render illustrating this, and the new concrete detailing (two passes, one detail stage texture):

This is a render from 3DS Max, so materials won't always look correct.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 04 Aug 2011 16:49:04 GMT
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Would anyone be interested in replacing the current Mammoth Tank with the one I made back in 2005?

I could make it replace the one that we use now so that it would only work in Fjord. Let me know what you think - I'd also like to consider replacing some other vehicles. I already replaced the Medium Tank with the original one. The MRLS has a rotating turret. I'd like to add the original Light Tank, Flame Tank, etc.

Subject: Re: RA_Fjord
Posted by [Tupolev TU-95 Bear](#) on Thu, 04 Aug 2011 17:41:08 GMT
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That mammoth tank is win.

Wasnt there a beta GDI APC?(The one with wheels and lights on) Or am I mistaking it for another APC..

Subject: Re: RA_Fjord
Posted by [Reaver11](#) on Thu, 04 Aug 2011 17:57:06 GMT
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That would be great. Remember though that the original flamer doesnt have a turret got a version with turret if you want one.

I suppose you already have all those assets if not pm me.
(Or check the pack on the forums it has all the fixed versions of them)

Subject: Re: RA_Fjord
Posted by [Soulhunter](#) on Thu, 04 Aug 2011 18:36:12 GMT
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That mammoth tank looks really nice, I would definately like to see it ingame

Subject: Re: RA_Fjord
Posted by [kamuixmod](#) on Fri, 05 Aug 2011 12:58:00 GMT
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Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sun, 07 Aug 2011 06:13:43 GMT
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Ran into more issues, as can be expected. I'm pushing out this version so you guys can play with it and tell me what you think of it so far. I've enabled flying units, but I will probably disable them for the final release.

DISCLAIMER

This is essentially an alpha test. There are a lot of things that aren't working right now. Feel free to mention bugs, but don't expect this to be playable. It isn't. The Nod spawners aren't set up beyond a single spawner, Nod has no purchase terminals, and the GDI Repair Facility isn't operational. The lighting on the trees isn't fixed yet, so they're lit up improperly. Some of the lights aren't in yet.

If you find errors beyond what I've listed, please take screenshots and post them here. I would also like to have everyone who plays try running around and firing at just about every different texture you can see. Make sure they have a proper surface effect (e.g. rock sounds like rock, ice like ice, grass, etc...) associated with them, in case I missed something.

<http://www.3dholmes.com/downloads/Renegade/Fjord.rar>

Subject: Re: RA_Fjord
Posted by [Blazea58](#) on Sun, 07 Aug 2011 09:18:55 GMT
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I only found a few minor things but i am almost sure you would have noticed them already. 3 missing textures , one being the small wall beside AGT, another being a tube inside the shrine of Nod, and a third being those tiberium crystals that you added.

The only real problem i have with the map is that it seems unbalanced. Gdi has one entry into Nod base, where as Nod can use the river or the front to get in and it has less defenses covering

the front.

On Nod however, you get 2 turrets right beside the Obelisk, which makes it much harder to get in, where as on Gdi's base, you only have those puny gun towers and on all four corners, 2 of which don't really do anything because of their distance between Agt and the fact only a humvee could enter through the small gap between the wall.

And i am not so sure i like the reflectivity for the ice, especially near Nods base on the side, to me it seems un natural to even have ice there because there is grass right above it, and pine trees all have no snow. I think it should be more rocky if anything personally.

And i shot about everything i could and the only thing i noticed was the lights inside the house have metal instead of glass for the light part.

All in all this is a really good looking map, and seems like it will play out very well.

Subject: Re: RA_Fjord
Posted by [Mauler](#) on Sun, 07 Aug 2011 09:43:08 GMT
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Ran around for a bit and these are some of the things I noticed.

Nod Shrine has no Vehicle/Infantry blockers

GDI Construction Yard has a missed placed PT

GDI Construction Yard has missing computer screens

And lastly the bushes, in my opinion are just aren't proper for this map. Having the bushes camera oriented are just throwing the details of this map off for me.. but that's just me

The map is great btw..

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 07 Aug 2011 15:47:53 GMT

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First thing to note, this isn't a gameplay test. I've mentioned that before! I'm just looking for problems with geometry, textures, etc. When it's more "complete" is when I'm going to attempt to get some games scheduled. Also, the texture missing on the Tiberium? My mistake - I was compressing a shit ton of textures last night and must have missed the diffuse map for the Tiberium. It's split into two, one for emissive, one for diffuse.

I prefer the ice having a faux specular effect. It feels more like ice, and less like a texture. Worthy of note is that I forgot to add the second revision to the emis file that contains all of my extra geometry. I had given more trees to the front of the Nod base, especially next to that rocky patch of ice. It'll be fixed next time.

Keep in mind the time of year that this is set in: It's early spring in Norway. The ice is melting, grass is growing, and things are slowly coming back to life. And Nod's trying to get in GDI's grill.

Mauler: There's a lot of things that I haven't really focused on with the Nod base, but thanks for pointing that out. I'll fix those problems in the next release. Regarding the camera-oriented bushes, I can fix those with a tool that will work with scripts 4.0. I definitely don't want to put in bushes with extra polygons - this thing has so much instanced geometry that I'm afraid of adding any extra details like that.

Oh, and the river is probably going to be impassible to vehicles. That leaves a two ways to get into the Nod base - over the main road, or by taking the side road that snakes along the mountains.

Subject: Re: RA_Fjord

Posted by [kamuixmod](#) on Sun, 07 Aug 2011 16:00:24 GMT

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Subject: Re: RA_Fjord

Posted by [Spyder](#) on Sun, 07 Aug 2011 16:24:05 GMT

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Couldn't get a screenshot of it, but the tiberium crystals are missing the texture for dirt at the bottom.

Subject: Re: RA_Fjord

Posted by [iRANian](#) on Mon, 08 Aug 2011 01:24:34 GMT

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This is the best looking map I've seen on the W3D engine, any plans for some smaller maps? With the resource manager in 4.0 and with the fact that a lot of players want to play fan maps, it's certain they'll be played a lot.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Mon, 08 Aug 2011 02:00:45 GMT
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I did want to finish C&C_Noddingham, one of the final uncompleted levels for Renegade. Mike Amerson (of C&C_Islands fame) was working on it in 2002 before work on Renegade was halted in favor of Earth & Beyond. I would like to give it the same attention to detail that Fjord has gotten. I might even be content with leaving it with only the vehicle factories, soldier factories, and Refineries.

Subject: Re: RA_Fjord
Posted by [Starbuzz](#) on Mon, 08 Aug 2011 03:58:37 GMT
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That TD Mammoth looks amazing! GJ! Sad, I can't help right now.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Mon, 08 Aug 2011 04:41:19 GMT
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I still have quite a few bug fixes and terrain editing left to do, but I'll see about pushing out a gameplay test in the next week.

Subject: Re: RA_Fjord
Posted by [Taz](#) on Mon, 08 Aug 2011 08:51:57 GMT
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Aircraftkiller wrote on Sun, 07 August 2011 19:00I did want to finish C&C_Noddingham, one of the final uncompleted levels for Renegade. Mike Amerson (of C&C_Islands fame) was working on it in 2002 before work on Renegade was halted in favor of Earth & Beyond. I would like to give it the same attention to detail that Fjord has gotten. I might even be content with leaving it with only the vehicle factories, soldier factories, and Refineries.

Could you post a screenshot of what he got done so far?

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 09 Aug 2011 06:55:13 GMT
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Tomorrow, maybe.

I've got my Mammoth Tank in-game and operational now. Reaver11 did a great job getting it rigged for me, but I had to do some extra tweaking to make it work correctly. The muzzle firing animation now works (Thanks scripts 4.0!) and the extra muzzles attached to the tusk pods have smoke. Again, thanks scripts 4.0!

Yes, the treads are alpha-mapped for the extra illusion of detail.

And thanks again to scripts 4.0 for making the Repair Facilities animate properly. Now you see electricity sparking from them which randomly attaches itself to your vehicle, instead of spawning at the origin of the world space. It's really cool. On the subject of Repair Facilities, I made them repair a lot more health per second, but they have half the health of a regular building like the AGT, Construction Yard, etc. They're a priority target if someone is repairing on them. Hell, even if they're not, I would take that thing out the moment the base defenses went down.

One last thing to note: Saberhawk gave me a tool which fixes the camera parallel meshes, namely the bushes, so that they work as intended: They only spin. They don't bank with the camera, so they look a lot more realistic now. However, you'd need scripts 4.0 to see this. I'm planning to release Fjord around the time that scripts 4.0 is in open beta.

Subject: Re: RA_Fjord
Posted by [Spyder](#) on Tue, 09 Aug 2011 08:14:03 GMT
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This should be released with the scripts 4.0 launch!

Subject: Re: RA_Fjord
Posted by [HaTe](#) on Tue, 09 Aug 2011 14:25:21 GMT
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mammy looks bad ass. Looks like it would be able to run right over the trees, lol.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 09 Aug 2011 19:15:11 GMT
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Someone mentioned that it looked like it needed a lot of details compared to the Renegade Mammoth Tank. I'm honestly surprised that anyone would be in favor of a model that has a basic texture on it and minimal modeling details.

Subject: Re: RA_Fjord
Posted by [HaTe](#) on Tue, 09 Aug 2011 20:05:44 GMT
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and rocket holes that are so obviously just painted circles on a texture

Subject: Re: RA_Fjord
Posted by [Starbuzz](#) on Wed, 10 Aug 2011 07:02:14 GMT
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Details are good to have rather than just textured low poly shapes with a track or wheel attached; sadly, that's what we have for Renegade's vehicles.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 10 Aug 2011 16:59:37 GMT
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I'm almost ready for a public beta test for gameplay design. I should have all the trees placed now. I want to add some more shrubs to the new trees I've added, but after that it should be good to go. I think I've found a solution to the tree problem, so I'll use trees with needles that have projectile collision to get the shadows I want. Then I'll export the level to *.mix format and delete the trees with collision, and replace them with non-projectile-collision needles.

I'm going to test this now. It's pretty much required to do this otherwise the Flame Tank and Flamethrower are going to take your frame-rate down to nearly nothing if they attack a tree. On the bright side: The trees casting dynamic shadows on soldiers and tanks looks really amazing when you're in a shadowed area.

/edit

This method works. The lighting is now correct, and the fir needles no longer have collision. The tree trunks do, but that's expected and obvious. I'm getting closer to wrapping up development on this, but I would like to get the Mammoth Tank a re-paint job before I release it. Plus, I need Scripts 4.0 to be in public beta before I can release anyhow: The camera-parallel bushes will look right when that's out. The Shrine of Nod and Advanced Communication Center will control beacon purchases with Scripts 4.0. There's some other things too, but those are the major holdbacks

before Fjord is ready to go.

I'll see about a public beta test soon. Would like to get some matches going.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 11 Aug 2011 08:05:00 GMT
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Gentlemen, BEHOLD! Blossom tree!

It spews forth with spores, and a small amount of Tiberium gas. I animated it based off of <http://www.youtube.com/watch?v=nBymjQjZCOA&feature=related> at 40 seconds or so.

Subject: Re: RA_Fjord
Posted by [Generalcamo](#) on Thu, 11 Aug 2011 14:39:55 GMT
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Would be nice to add this to the upcoming 4.0 test.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Thu, 11 Aug 2011 19:52:53 GMT
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Aircraftkiller wrote on Tue, 09 August 2011 13:15 Someone mentioned that it looked like it needed a lot of details compared to the Renegade Mammoth Tank. I'm honestly surprised that anyone would be in favor of a model that has a basic texture on it and minimal modeling details. I actually agree with the needing more details statement, the current one kind of reminds me of newer games, which have a more puttytastic look to them.

Is that the same tib tree on Renegade's level 2 or did you make a new one from scratch?

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Thu, 11 Aug 2011 21:22:13 GMT

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It's one of my fir trees that I mutated and animated by hand. It is not the Renegade tree, that one is much smaller and really odd looking.

Subject: Re: RA_Fjord

Posted by [renalpha](#) on Fri, 12 Aug 2011 16:15:47 GMT

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i recommend to do something to the bottom of the tree.
It just doesn't fit in the tiberium field..

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 12 Aug 2011 16:49:58 GMT

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Already fixed it. That was meant as an animation example.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 12 Aug 2011 20:22:38 GMT

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I've been toying with the ideas of expanding the elevators on the Power Plants and using the same setup on different structures. I really want to avoid having to use "ramps" if I can. They're ugly and really don't serve much of a purpose. Plus, it's easier to mine elevators than it is to mine ramps.

Subject: Re: RA_Fjord

Posted by [HaTe](#) on Fri, 12 Aug 2011 20:27:46 GMT

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elevators are too laggy and glitchy though. get people walking half way through the ground = disarmable beacons

Subject: Re: RA_Fjord

Posted by [renalpha](#) on Fri, 12 Aug 2011 21:06:45 GMT

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dont use elevators. when they lag they ruin your map. its simple as it is.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 12 Aug 2011 21:48:22 GMT
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I've never experienced the "laggy glitchy" elevators that people always talk about. Besides, in 4.0, the netcode is reworked somewhat. I can't imagine elevators being worse than ramps. I think the problem with elevators is the speed that they animate. The ones attached to the exterior of my structures are animated by precise keyframing and do not move quickly enough to cause you to drop through them, or have any other latency-related problems. The netcode can keep up with their position easily.

The reason I would add elevators is simply because I don't have the room on Fjord for ramps in the GDI base. I think the elevators are an elegant solution to what's otherwise going to be an ugly hack job to get the "ramps" in.

Subject: Re: RA_Fjord
Posted by [HaTe](#) on Fri, 12 Aug 2011 22:11:20 GMT
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and what's your solution to the holding one end elevator door open so that the elevator does not move, glitch? Rather easy to protect a top level beacon with that. Trust me when i say that adding elevators will do more harm than good.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 12 Aug 2011 23:20:47 GMT
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The Power Plants have two elevators. They don't have doors, so there's nothing to block. They have physical blockers below them that move as they move, so there's an invisible box that prevents you from sitting underneath it so that it won't come down again.

I imagine that having at least two elevators per structure is the only way to prevent people from being dicks by keeping you from getting on top of the buildings.

Subject: Re: RA_Fjord
Posted by [HaTe](#) on Sat, 13 Aug 2011 00:49:40 GMT
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sorry, but i disagree with the elevator decision completely. You get 2 sbhs with nukes on the top of a structure and it's literally impossible for that building to be kept alive.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 13 Aug 2011 02:08:09 GMT

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It's not really a decision that I've opened to debate. I fully plan to use external elevators. They are the only way to make a flying level work for the GDI base. I would have to change the whole layout to get it to work correctly with "ramps", and you're looking at worst-case scenarios.

I could easily add a third elevator to some structures like the Construction Yard, but I doubt highly that anyone will have the coordination required to prevent you from getting on top of them. I can always make the upper activation zone only encompass an area directly in front of the elevator, so SBH can't simply camp it without being in a spot where you could fire at them if the elevator isn't moving.

This is what gameplay tests are for. We'll look at it and see how it works.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 14 Aug 2011 06:03:55 GMT

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Aside from bug fixes and some extra details like the elevators and some ramps, this is pretty much ready for release. It needs game-play testing before that, but I'm glad to be getting near completion on this project.

I've taken the liberty of allowing the Ore Refinery to become infested with Tiberium. I figured there needed to be some good reason why the structures are empty - this would be it.

There's a few more niggling problems that I'm running into, such as the gun turret spawners causing a crash to desktop. Otherwise I should have a public game-play test up and running within a week if I'm not being kept busy with family and job hunting.

Also, the blossom tree was split into two parts and now the blossom portion seems to be completely lit at all times. I'll have to check that and see why it's bugging out.

Subject: Re: RA_Fjord

Posted by [Jerad2142](#) on Sun, 14 Aug 2011 07:07:11 GMT

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Well plus they don't harvest ore anymore, so that's another reason why it'd be empty, may I suggest that the green on the concrete is a bit less extreme, maybe let a bit more of the concrete show though, it looks too bright to me as is. Besides that I like the way it looks quite a lot.

Subject: Re: RA_Fjord

Posted by [kamuixmod](#) on Sun, 14 Aug 2011 11:38:08 GMT

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about the gun turret, check its modelname and post it in here

Subject: Re: RA_Fjord

Posted by [Jerad2142](#) on Sun, 14 Aug 2011 19:39:28 GMT

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What script do you have on the gun turret? And depending on how complex the blossom tree is, you might have to start regenerating lighting every time you open the map

Subject: Re: RA_Fjord

Posted by [renalpha](#) on Sun, 14 Aug 2011 21:57:03 GMT

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for the ore refinery. add destroyed glass detail. make a character able to walk through the window. That would make it feel old. Kids shatter glass works of abandoned buildings so add it there too. Makes it look realistic

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 14 Aug 2011 23:49:14 GMT

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You can't walk through it since there's a wall that prevents it, but I'll consider the window details. Thanks for the idea.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Tue, 16 Aug 2011 02:41:58 GMT

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Regarding ramps on the structures, I'm going to create custom ramps for some of the buildings that are better served with ramps. I will make it so that you can't land on top of the Shrine of Nod, since there's nowhere you can put ramps on it that would make any logical sense.

The Communications Center, Advanced Communications Center, and Power Plants will use elevators to reach the building exteriors. The Hand of Nod, Airstrip, Weapons Factory, Tiberium Refinery, and Construction Yard will use ramps to do the same thing.

The Barracks is a special case. I will have to design a different type of ramp for it, but I'm not sure how I'll go about it yet.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 18 Aug 2011 20:47:24 GMT
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I have the ramps and elevators installed now. Changes:

The Hand of Nod has a helicopter pad on the roof. The pad is slightly elevated over the cement.

I removed all of the "sandbags" from the flying ramps and put in chain link fences on certain areas, like the front of the terraces on the sides of the Hand of Nod.

The Weapons Factory's ledges can no longer be accessed, you will slide off and fall to the ground. The building is complex enough, I didn't feel that you needed a beacon position virtually everywhere on it. The uppermost area is fenced in with chain link. The stairs are vertex matched to the structure so that light flows over it properly.

The Barracks had the goofy "filler" on top removed. The "band" going across the top has also been removed. I re-textured it and modified it somewhat so that it's vertex matched to the Barracks - again, for lighting purposes.

The Tiberium Refineries have a custom-made ramp that fits them in the rear, with chain link fencing on top. This helps with the space restrictions in the GDI base, since I cannot fit the full ramps in with the road in the way.

The Construction Yards have several custom ramps, again, with vertex matching and chain link fencing.

The Tiberium Silos can be climbed on by a little ramp I placed into the front of the "foot" that extends near the pipes. You can also walk over an invisible ramp that allows you to travel over the ramps without jumping.

Subject: Re: RA_Fjord
Posted by [Cept](#) on Thu, 18 Aug 2011 21:28:22 GMT
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holy crap!

i'm impressed you guys still make stuff for this game i remember back in 2003 when i started doing stuff for renegade..

nice job Aircraftkiller, looks great! but then again.. i remember alot of your work.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 19 Aug 2011 03:53:43 GMT
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Yep, it's been a while since I've seen you around Cebt!

I'd also like to say that I think I'm almost finished with the development. Game-play tests are going to be soon. I want to add SAM Sites to the Nod base and remove the ability for the Obelisk to fire at airborne units. Once that's done, we'll test it out and see how it works. I'm also removing/minimizing the ramjet/sniper damage against Orcas, Apaches, and Transport Helicopters.

Subject: Re: RA_Fjord
Posted by [Gohax](#) on Fri, 19 Aug 2011 06:19:06 GMT
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Aircraftkiller wrote on Thu, 18 August 2011 20:53Yep, it's been a while since I've seen you around Cebt!

I'd also like to say that I think I'm almost finished with the development. Game-play tests are going to be soon. I want to add SAM Sites to the Nod base and remove the ability for the Obelisk to fire at airborne units. Once that's done, we'll test it out and see how it works. I'm also removing/minimizing the ramjet/sniper damage against Orcas, Apaches, and Transport Helicopters.

As I do like this idea, (making orcas/apaches stronger against ramjets) I think it isn't needed (unless the map is pretty big.)

There's quite a bit of cover, judging from the ss, for the orcas/apaches to hide behind. I'm usually for upgrading armor in the orcas/apaches, but lately I have noticed it isn't really needed.

On a sidenote, the map is looking really good man. I like the work you did on the ramps for the buildings. Ref was pretty nice.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 19 Aug 2011 06:36:11 GMT
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Snipers will be able to hide almost anywhere on this level. The bushes offer a huge amount of cover, as do the ice formations, and the ore mines, and the civilian village... SAM Sites are an important defense for Nod. They're not easy to destroy - I'm working on getting them to pop-up when aircraft approach. They will attack you from a long distance, so you can't simply approach the Nod base with impunity.

I'm making it so that all rocket launchers have homing missiles, so the airborne units will not dominate. They will also be specialized. The Orca will fire missiles, the Apache will fire its cannon. I don't want them to dominate the levels like they do now, if there are no counters available.

Subject: Re: RA_Fjord
Posted by [Spyder](#) on Fri, 19 Aug 2011 09:17:10 GMT
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Aircraftkiller wrote on Fri, 19 August 2011 08:36Snipers will be able to hide almost anywhere on this level. The bushes offer a huge amount of cover, as do the ice formations, and the ore mines, and the civilian village... SAM Sites are an important defense for Nod. They're not easy to destroy - I'm working on getting them to pop-up when aircraft approach. They will attack you from a long distance, so you can't simply approach the Nod base with impunity.

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You mean like animated SAM Sites that rise from a hole in the ground when aircraft approaches the enemy base? That would be awesome.

Subject: Re: RA_Fjord
Posted by [Cebt](#) on Fri, 19 Aug 2011 10:37:17 GMT
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Aircraftkiller wrote on Thu, 18 August 2011 23:53Yep, it's been a while since I've seen you around Cebt!

I'd also like to say that I think I'm almost finished with the development. Game-play tests are going to be soon. I want to add SAM Sites to the Nod base and remove the ability for the Obelisk to fire at airborne units. Once that's done, we'll test it out and see how it works. I'm also removing/minimizing the ramjet/sniper damage against Orcas, Apaches, and Transport Helicopters.

i'm surprised you actually remember me

i was 13 back in 2003 when i started doing stuff for this game..
its odd to think that its been so long, now im working as a programmer in a small game studio in copenhagen.

the map looks really nice.. i might actually install renegade again to try it

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 19 Aug 2011 15:33:51 GMT
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Spyder wrote on Fri, 19 August 2011 05:17
You mean like animated SAM Sites that rise from a hole in the ground when aircraft approaches the enemy base? That would be awesome.

Yes, it pops out of the ground and attacks. Then it waits around for 10 seconds, and goes back under again. It launches four missiles at a time, and they do quite a bit of damage. It may need reduction in damage but I think it makes a great deterrent to GDI air power.

Cebt: Congrats on getting into the industry!

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 20 Aug 2011 07:31:52 GMT
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I've made a substantial amount of progress so far. I isolated why it's crashing with help from Jonwil, apparently some sound file was causing the issue. I think it was the bitrate and bit depth of the new sounds I developed, including the "woosh" sound that the blossom tree makes. I've re-encoded the WAV files so they're hopefully compatible with Renegade's engine, so now it shouldn't crash.

The SAM Sites work like a dream. It's really amazing getting that sensation that you're really in the world of C&C when you approach an Obelisk with an Orca and you realize that the little box that just popped out of the ground is about to murder you.

I may have a beta available to scripts 4.0 testers, since they're the only ones who can play it now, within three days. I'm aiming for tomorrow but I'll see what I can do.

Changelist so far:

The Repair Facilities and Tiberium Silos now use the CnCMCTSkin armor type, so they take extra damage and are easily dispatched with any type of C4, excluding proximity.

The new Construction Yard building controllers were added. They repair rather quickly and will make it difficult to destroy base structures until they're removed. I would suggest making them a priority target.

The Advanced Communications Center and Shrine of Nod now prevent beacon purchases if they're destroyed.

SAM Sites are almost overpowered versus aircraft, will probably need to tone down their damage by 25% to 35% - play testing will help.

The Nod Obelisk cannot attack airborne units, but Nod has three SAM Sites that protect the base from airborne threats.

Subject: Re: RA_Fjord
Posted by [Tupolev TU-95 Bear](#) on Sat, 20 Aug 2011 11:58:57 GMT
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Nice job on RA_Fjord I like the scenery as well as the Nod base

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Sat, 20 Aug 2011 12:29:07 GMT
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Awesome, never thought TD-style SAM Sites would be possible.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sun, 21 Aug 2011 21:49:46 GMT
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In other news, before I can proceed toward a gameplay test this week, I need to fix some niggling problems with building aggregates for the Advanced Communications Center, Shrine of Nod, and the Nod Construction Yard. Once that's done, the game-play test will give you a chance to try out rocket soldiers with the triple rocket alt-fire that was meant to be in Renegade. The homing missiles would be single shots and would be the primary attack.

I've also set up the GDI Medium Tank to the E3 beta look by taking the current Max file (One of many I have from WS) and editing it to have the beta tank's details. The wheels turn, the tracks conform to rough terrain, and it really looks quite a bit better than the original tank. I also modified the turret so that it's more Abrams-like than the original, which was oddly rounded instead of angular. I fixed the turret basket and the antennae as well. I'm also going to attempt editing the

GDI MRLS so that it doesn't use the "default" material, which has no bullet sounds whatsoever. I also want to add wheels to it and remove the train wheel setup that Renegade was using.

Subject: Re: RA_Fjord
Posted by [Spyder](#) on Sun, 21 Aug 2011 22:00:06 GMT
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I think some models and maps should be shipped with TT. Especially Aircraftkiller's Mammoth Tank, the original Medium Tank and Mobile Rocket Launcher System with rotating turret. And, of course, this map.

On topic: It's getting better by the day. Keep up the good work, can't wait for the final release.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sun, 21 Aug 2011 22:09:18 GMT
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Probably won't happen, don't get your hopes up. I still need to spend some time fixing up my Mammoth before I'd consider it ready to be played in-game. The paint job doesn't have any specular highlighting on it so it looks rather bland in that regard, compared to the Renegade tanks.

Subject: Re: RA_Fjord
Posted by [renalpha](#) on Mon, 22 Aug 2011 12:24:40 GMT
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is it possible to add some texture behind the tanks to simulate tracks? Would be awesome though.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 23 Aug 2011 01:04:48 GMT
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I got the MRLS debugged with the help of E!, so thanks to him for getting that taken care of. Here it is in-game. It now has headlights and brake lamps, although they're always on. The MRLS turret will rotate as it should have always done so. It also has the reload sound that it was missing since 2001. Additionally, the MRLS also has the Mammoth Tank muzzle flashes, so it looks like it's launching missiles. Keep in mind that it had no muzzle flashes before. It also has wheels with a suspension that will rock and move with inertia, so it feels more like a tank now.

The last image shows the Machine Gun Emplacement that I've set up in the electrical substation. It gives infantry a method of controlling the flow of the battle, since the lower road that it sits next to will be a contested point during any game. The gun emplacement also does a lot of damage to anything it attacks. After 100 rounds, the MRLS ended up with two bars of health left.

Subject: Re: RA_Fjord
Posted by [Gen_Blacky](#) on Tue, 23 Aug 2011 01:39:04 GMT
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make mrls at least cost 750 credits because of the rotatable turret. Will make any other changes to any other vehicles?

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 23 Aug 2011 02:27:48 GMT
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If I change the costs of vehicles, the MRLS would be 800 credits and the Artillery would be a minimum of 600. Since both are on equal playing fields, as both have turrets that rotate now, I don't see a compelling reason to change their prices. Game-play testing will ultimately determine how much they're worth.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 24 Aug 2011 08:16:55 GMT
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Sigh... Every time I change one thing, other things need to be changed as well. Let's go over the list so far:

MRLS and Artillery are no longer susceptible to Ramjet fire. They take five damage from each shot. They continue to have 200/200 health/armor. Anti-vehicle weapons are much more effective against them, relatively, including Rocket Soldiers, Gunner, PIC/Railgun, etc... The MRLS has had its price increased to 800 credits (Rotating turret, guided missiles) while the Artillery has been increased to 600. I am toying with the idea of making Artillery fire lobbed shells which fall with gravity, and increasing their damage a bit to compensate for the inaccuracy.

With the homing rockets and triple unguided alt-fire for Gunner and both Rocket Soldiers, they will be much more useful and deadly.

The Apache and Orca are no longer susceptible to Ramjet fire. They will quickly take damage from anti-aircraft weapons, such as rockets, railguns, machine guns (Not basic infantry weapons), SAM Sites, etc. In return, they no longer have dual weapons. The Orca fires a volley of six rockets in quick succession, while the Apache fires a cannon that does roughly equivalent damage to all targets.

The Transport Helicopters have had their speed increased by roughly 25%. They also no longer take massive damage from Ramjet fire. They share the same armor as other heavy vehicles, but will take a lot of damage from anti-aircraft fire. However, their price has been increased to 1,200 credits to compensate.

The radio tower will have blinking dazzle lights on it to simulate aircraft warning beacons.

The Advanced Communications Center now has a new exterior aggregate (explosions, smoke, lights) so that it appears more realistic than it used to.

The gate sounds have been made louder, and they have a larger radius where you can hear them.

I'm going to be running the Mammoth Tank through Mudbox to give it an ambient occlusion map, so that it appears to have better lighting. I will also possibly edit some of the lighting on the texture to give it a more metallic finish, depending on how much time I have left after all of these edits.

I need to rework the GDI sewers in some areas so that you can't place beacons underneath structures and damage them. It only affects a pair of buildings and the change isn't huge, so the general shape will stay the same.

The Tiberium Silos are now CnCMCTSkin structures, and as such are easily dispatched, even by a single Engineer. Don't let someone place C4 on it. It will allow you to have five credits per second, but once it's gone you're back to 2.5 credits per second. The Repair Facilities share this armor type and will be much more easy to destroy by infantry and vehicles. They repair a lot of health on your units in exchange for this weakness.

Once I fix a few more niggling details, such as the sewers and a couple of other problems related to building aggregates, I will hold a game-play beta test on the scripts 4.0 server. If you're a scripts 4.0 internal tester, you can join me and help figure out where any remaining issues are.

Subject: Re: RA_Fjord

Posted by [Generalcamo](#) on Wed, 24 Aug 2011 11:10:04 GMT

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Wouldn't it be better to place script zones to prevent beacon placement? I think there is such a script in 4.0.

Subject: Re: RA_Fjord
Posted by [jonwil](#) on Wed, 24 Aug 2011 12:59:29 GMT
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No such script exists. We have one for C4 but we didnt end up writing one for beacons.

Subject: Re: RA_Fjord
Posted by [HaTe](#) on Wed, 24 Aug 2011 14:45:08 GMT
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I think Iran may have made a beacon prevention zone script or something, if I remember correctly

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 24 Aug 2011 18:48:52 GMT
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It won't work for what I need it for. The easiest and most professional solution is to simply move the sewers around a bit.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 25 Aug 2011 03:57:01 GMT
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On another note, I'm tired of hearing about how my Mammoth lacks "detail" (such a nebulous term if I've ever heard one) so I'm unwrapping it again and preparing it for Mudbox painting. I'll be completely re-painting the tank, and may create a set of alternate textures for you to use. I was thinking of some neat little platoon designs to add to the tank to give it some character.

Something similar to this:

I'll also create some graffiti for the tank in the form of troop messages. Like writing "Suck on this, Kane!" or "Your Hand of Nod is no match for my Tusk of Mammoth" on the barrels, or whatever a GDI soldier would think is appropriate.

I'm also planning to recreate the Guard Towers from C&C95 and make them "Renegade style" so that the lack of a visible gunner shooting at you won't cause a suspension of disbelief. I'll try to get a beta test out tomorrow while I'm painting the Mammoth.

Subject: Re: RA_Fjord

Posted by [Gohax](#) on Thu, 25 Aug 2011 12:49:18 GMT

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Aircraftkiller wrote on Wed, 24 August 2011 20:57 On another note, I'm tired of hearing about how my Mammoth lacks "detail" (such a nebulous term if I've ever heard one) so I'm unwrapping it again and preparing it for Mudbox painting. I'll be completely re-painting the tank, and may create a set of alternate textures for you to use. I was thinking of some neat little platoon designs to add to the tank to give it some character.

Something similar to this:

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I'm also planning to recreate the Guard Towers from C&C95 and make them "Renegade style" so that the lack of a visible gunner shooting at you won't cause a suspension of disbelief. I'll try to get a beta test out tomorrow while I'm painting the Mammoth.

Sounds good man. Can't wait to see how it looks.

Subject: Re: RA_Fjord

Posted by [reborn](#) on Thu, 25 Aug 2011 13:22:00 GMT

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I've always thought it would be cool to have tanks roll out with a unique identifier on them. This is likely to not be in the scope of what you're trying to achieve, or even able to do, but it's always been something I wanted to see in renegade.

Additionally, I would like to see tanks affected by their environment, get dirtier, snow settle on them, battle scars etc

Subject: Re: RA_Fjord

Posted by [Spyder](#) on Thu, 25 Aug 2011 21:43:40 GMT

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reborn wrote on Thu, 25 August 2011 15:22 I've always thought it would be cool to have tanks roll out with a unique identifier on them. This is likely to not be in the scope of what you're trying to achieve, or even able to do, but it's always been something I wanted to see in renegade.

Additionally, I would like to see tanks affected by their environment, get dirtier, snow settle on them, battle scars etc

Maybe you can write a plugin which will do that. Check the environment it's currently in using the

texture identifiers (dirt, snow etc.) and then apply a new texture to the vehicle (e.g. little dirt, more dirt and very dirty).

As for the battle scars, same thing, but use their health bars. At 75% for example, apply a slightly damaged texture. At 25% a heavily damaged texture and at 10% a critical damage texture and smoke emitters. Would it be possible to attach an emitter to a vehicular bone whilst in-game?

Just a quick theory on how it might be possible, but I don't think the engine is flexible enough for one to actually achieve this.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 26 Aug 2011 06:52:10 GMT
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I've gotten the turret and chassis unwrapped and I modeled some additional details, such as connectors that hold the wheels to the chassis and bend with the wheels as they move up and down. I also remodeled the jerrycans on the back of the tank's turret and chassis and made them rounder and more realistic.

This is roughly an hour and a half worth of work in Mudbox. As usual, there's a bit of work left - I want to get some fasteners and rivets placed on the turret in some spots. I also want to add a hatch to the periscope on top, and I need to make the end of the turret look slightly burnt and worn. The paint needs some ripping up in certain areas, but I'm stopping here for the night, since it's nearly 3a and I'm really quite tired.

Subject: Re: RA_Fjord
Posted by [renalpha](#) on Fri, 26 Aug 2011 07:18:27 GMT
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looks good ACK. Good to see that you are using your talent for the community. More to place on your resume.

Subject: Re: RA_Fjord
Posted by [Gen_Blacky](#) on Fri, 26 Aug 2011 14:32:47 GMT
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Looks nice. The top of the turret looks to smooth might just be the render.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 26 Aug 2011 20:56:16 GMT

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It's a screenshot inside Mudbox. I have all the lighting turned off so it's self-illuminated. The smoothing is preserved inside of Max.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 27 Aug 2011 00:33:22 GMT

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I've finished the turret. I'm pretty happy with how it turned out. I don't think it really needs any more details other than what it has now, but if anyone has any good suggestions I doubt I'll ignore them.

Now to start on the chassis...

Subject: Re: RA_Fjord

Posted by [Jerad2142](#) on Sat, 27 Aug 2011 01:39:44 GMT

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Thats much better

Subject: Re: RA_Fjord

Posted by [Intradox](#) on Sat, 27 Aug 2011 01:50:22 GMT

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That looks really awesome, renegade community members never cease to amaze me with their projects

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 28 Aug 2011 01:27:45 GMT

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It's done now. Time to start on the chassis.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 02 Sep 2011 07:24:46 GMT
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I've been working, but it's a busy week. I'll probably touch up this Mammoth Tank some more tomorrow when I wake up, but this is pretty much the finished product, sans treads. I'll paint those separately. The jerry cans on the rear of the turret need to be re-painted since they're odd compared to the ones on the chassis. Other than that I'm pretty happy with it. Tomorrow will mainly be small details that I overlooked today.

With the Mammoth nearly finished, I can get back to work on Fjord again. Will probably start on the new Guard Tower after this.

Subject: Re: RA_Fjord
Posted by [Spyder](#) on Fri, 02 Sep 2011 14:43:33 GMT
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That's +10 awesomes for you

Subject: Re: RA_Fjord
Posted by [Tupolev TU-95 Bear](#) on Fri, 02 Sep 2011 16:02:36 GMT
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Just what I like on a tank, good job with it . I especially like the kill counter on it

Subject: Re: RA_Fjord
Posted by [liquidv2](#) on Fri, 02 Sep 2011 18:07:05 GMT
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that's pretty sick
my only question is what's the doofy black thing on the very top of the turret? it's a mini turret of some sort but it seems out of place

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 02 Sep 2011 18:13:58 GMT
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It's a periscope/thermal viewer/view port of some kind. Here's the original tank from C&C95 for

comparison:

http://www.cncnz.com/image.php?image=/images/games/td/cnc10_gallery/wall/mammoth_back.jpg

http://www.cncnz.com/image.php?image=/images/games/td/cnc10_gallery/wall/mammfra me.jpg

Subject: Re: RA_Fjord

Posted by [my486CPU](#) on Fri, 02 Sep 2011 19:26:54 GMT

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@ACK, your mammy caused me to drool all over my keyboard so I think it's only fair that you should buy me a new one.

@liquidv2, I dunno when I looked at it I saw a scope and it looked perfectly in place.

Maybe a reddish glow or tinge on the glass of the scope would make it look more menacing?

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 02 Sep 2011 20:04:38 GMT

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The scope is hidden behind the protective front piece. You'll see it in-game.

Subject: Re: RA_Fjord

Posted by [Spyder](#) on Fri, 02 Sep 2011 20:55:43 GMT

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Can't we just state that the scope is used for the heat-seeking missiles it fires?

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 03 Sep 2011 00:03:27 GMT

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No, because it's a viewing port.

Here it is, in-game. I had to re-rig it since I changed a good part of the model and didn't feel like exporting it back to RenX, so I did it all in Max 8.

Subject: Re: RA_Fjord
Posted by [crazfulla](#) on Sat, 03 Sep 2011 00:03:40 GMT
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it's obviously a trollocannon.

Looking very nice tho.

Subject: Re: RA_Fjord
Posted by [liquidv2](#) on Sat, 03 Sep 2011 03:22:42 GMT
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i'm too used to renegade i guess
i just looked in c&c 1 and while pretty pixelated and blurry there does appear to be a doof
observation turret on top

well done kind sir
now i have to inquire about the stop lights on the back though

Aircraftkiller wrote on Fri, 02 September 2011 19:03

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 03 Sep 2011 03:34:32 GMT
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Aircraftkiller wrote on Fri, 02 September 2011 14:13It's a periscope/thermal viewer/view port of
some kind. Here's the original tank from C&C95 for comparison:

[http://www.cncnz.com/image.php?image=/images/games/td/cnc10_gallery/wall/mammoth
_back.jpg](http://www.cncnz.com/image.php?image=/images/games/td/cnc10_gallery/wall/mammoth_back.jpg)

http://www.cncnz.com/image.php?image=/images/games/td/cnc10_gallery/wall/mammfra me.jpg

Check the links I gave you earlier. Those are official art samples from WS.

Subject: Re: RA_Fjord

Posted by [liquidv2](#) on Sat, 03 Sep 2011 05:47:59 GMT

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make it yellow cuz red means evil bad guys

Subject: Re: RA_Fjord

Posted by [crazfulla](#) on Sat, 03 Sep 2011 10:13:20 GMT

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liquidv2 wrote on Fri, 02 September 2011 22:47make it yellow cuz red means evil bad guys
pffft red means leet pwnage!

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 03 Sep 2011 18:22:56 GMT

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I've changed the original Guard Tower model from Renegade and turned it into a "Renegaded" version of the C&C95 model. I took off the ladder since there's no way to climb up a vehicle, and I removed the glass and some odd supports on the sides. It has the same cannon but it's housed on the inside of the guard tower shack instead of on top of it. It also has a firing restriction so it can't shoot through its roof or through the sandbags.

In addition to adding the Guard Towers, the AGT's guns are being removed in favor of a pair of Tomahawk missile launchers. It will fire two missiles instead of one now, but without the heavy machine guns to back it up - so protect your Guard Towers if you want any automated machine gun defenses. The missiles are still lethal to infantry.

I also removed the Construction Yard sewer tunnel and changed around the layout of the sewers as to minimize beacon lameassing.

Subject: Re: RA_Fjord

Posted by [iRANian](#) on Sat, 03 Sep 2011 18:30:30 GMT

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The Guard Tower looks too tall but it certainly is a huge improvement over the Renegade model.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 03 Sep 2011 18:41:18 GMT

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It's a tower! It needs to be tall.

Subject: Re: RA_Fjord

Posted by [GEORGE ZIMMER](#) on Sat, 03 Sep 2011 19:45:38 GMT

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You COULD go the extra mile and have infantry units show up in the guard towers, although there's some extra crap you have to do in order for it to work right IIRC.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 03 Sep 2011 20:26:21 GMT

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Yeah, definitely not going that far. I considered it but it's more effort than I consider being worth it, especially when people will complain that shooting the infantryman won't destroy the tower or stop him from shooting you.

Subject: Re: RA_Fjord

Posted by [GEORGE ZIMMER](#) on Sat, 03 Sep 2011 20:43:20 GMT

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That's actually possible as well. RP2 has it, if I recall correctly.

Anyways, that map looks pretty nice, man. Simple layout, with extra tidbits between. That's how ren maps should be, rather than being 10 fucking miles between each base, or totally barren.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 03 Sep 2011 21:14:59 GMT

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It's really not as big as everyone thinks it is, either. It's slightly larger than Glacier Flying, but has the same amount of tactical choices for both teams. There is no set path you must take to enter each base. Hammerfest alone has four gates that funnel you in, but you can always enter the base from the sewer access by the ore mines too.

If you have any other suggestions or concerns, feel free to let me know. I would post these updates on the APB forums but since I got suspended until the 9th, they'll have to wait.

Subject: Re: RA_Fjord

Posted by [GEORGE ZIMMER](#) on Sat, 03 Sep 2011 21:27:27 GMT

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Good. I like maps with various tactical positions, not tons of crap and lots of space.

Also, if you're doing gameplay tweaks (like the MLRS), mind beefing up the Humvee and Buggy? They both suck balls, and it'd be cool if they used the original sounds (somewhere in LE, if I recall) too. I'd suggest making them more effective at tearing through infantry (wider spread, higher ROF?), considering that's what they're meant to do.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 03 Sep 2011 21:36:28 GMT

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I'm not so sure that changing them is a good idea. The only tweak that I think would be positive is making it so that sniper rifles can't damage them, but the problem that crops up when I do that is having rifle infantry become useless against them too.

Subject: Re: RA_Fjord

Posted by [GEORGE ZIMMER](#) on Sat, 03 Sep 2011 22:32:58 GMT

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Why's that? I never see them in any serious game, and they have such niche uses that it's not worth it to buy them. It'd be nice to use them to clear out some enemy infantry, or at least provide threatening enough cover fire to suppress enemy infantry.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 03 Sep 2011 22:36:55 GMT

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Right, but the only real change that would give them some longevity on the battlefield would be to make it so that snipers can't damage them. If I change their armor, I would accomplish this. As I said, it has the side-effect of making rifle infantry useless against them, which they should at least be able to damage.

I can try it out and see what happens, but I'll make no guarantees that they'll be mostly invulnerable to n00bocs/n00bkuras and the other snipers.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 05 Sep 2011 06:50:24 GMT

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Today's update, so far:

The Nod Apache now fires a spread of bullets. It has fifty rounds. Each round fires eight tracer warheads that do 1.5 damage. If all rounds connect, it does 12 damage. Essentially it's like a shotgun. Very effective versus infantry (ala C&C 95), structures, but not as effective against vehicles as the Orca is.

To alleviate a problem with these two vehicles wherein they fire missiles from the cannon (Orca) or guns from the rocket pods (Apache), I gave both of them a blank secondary weapon which does nothing. Don't use secondary fire on them as it won't help you.

Also, I'll be distributing a modified dazzle.ini which fixes the headlights and brake lights of vehicles that have the dazzle bones for them. It also fixes REN_L5_REDLIGHT's dazzle effect so that you can view my blinking radio tower beacons across most of the level. It might also fix the nuclear strike not having a dazzle effect... Going to test that.

Fjord is almost ready for game-play testing. As soon as I fix some more niggling details I'll get it up on the 4.0 server.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Mon, 05 Sep 2011 21:46:28 GMT
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The AGT is now functioning properly. It only fires two missiles instead of a missile and four machine guns. It stops attacking when destroyed or when power is lost.

Next on the agenda: Fixing the Nod Construction Yard's aggregates and the Shrine of Nod's aggregates. After that, I should be able to get a public beta out.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Mon, 05 Sep 2011 22:36:34 GMT
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No offense, but the yellow/gold on that GDI wall is kind of a nasty yellow.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Mon, 05 Sep 2011 22:54:26 GMT
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To be totally honest, I really don't care.

Subject: Re: RA_Fjord

Posted by [Radiohead](#) on Tue, 06 Sep 2011 00:30:58 GMT

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This thread gave me a huge boner.

Subject: Re: RA_Fjord

Posted by [Dave Anderson](#) on Tue, 06 Sep 2011 01:09:20 GMT

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I think the yellow looks fine the way it is.

Subject: Re: RA_Fjord

Posted by [Jerad2142](#) on Tue, 06 Sep 2011 02:07:11 GMT

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Not caring is the first step to failure.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Tue, 06 Sep 2011 02:13:50 GMT

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Clearly, I'm taking the first steps toward failure; because out of the hundreds of improvements, unique models, textures and bug elimination I've done for one single level, I refused to change the color of a wall that I like.

You got me there.

Subject: Re: RA_Fjord

Posted by [Dave Anderson](#) on Tue, 06 Sep 2011 02:27:07 GMT

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Jerad Gray wrote on Mon, 05 September 2011 20:07Not caring is the first step to failure.

That is absolutely not true. If you want to actually release something, you have to sacrifice things. The number one thing to keep in mind for developers of all kinds, is that you cannot please everyone. Obviously the yellow does not please you, but its not breaking to the progress of the map, and its such a minor feature of the map anyway. Furthermore, I respect your opinion, but its one opinion and so far you're the first to say anything about it.

Things like that can be changed later on, over time, if the majority provides such a large amount of feedback that it is deemed necessary to keep interest, but that is hardly the case for this project.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 06 Sep 2011 03:09:33 GMT
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More changes today:

The Flamethrower now has an alt-fire. It will do roughly 400% more damage versus what it did before, but its range was considerably shortened to 15 meters. Primary fire is unaffected by this change. Do not let them come close to you or get inside structures.

The Grenadier fires a triple-burst as an alt-fire. It is also considerably more powerful.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Tue, 06 Sep 2011 04:08:41 GMT
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My statement was an attempt at a joke, as he did not specify what he did not care about; I was attempting to imply he did not care about the map itself instead of my unquoted statement. But whatever it doesn't matter, people will make ungodly ugly texture packs for the whole map anyways.

Aircraftkiller wrote on Mon, 05 September 2011 21:09
The Grenadier fires a triple-burst as an alt-fire. It is also considerably more powerful.

Is it less powerful, shorter range, or just uses 3x the ammo?

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 06 Sep 2011 04:16:58 GMT
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Same range, uses three times as much ammunition, does slightly less damage.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 06 Sep 2011 06:13:27 GMT
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Annnnd it's in private beta now. Hoping to get some games organized to iron out any game-play kinks. When TT goes public soon, I'll get a public copy up for everyone.

While I have nothing better to do for the moment, I'm rigging the beta Flame Tank and Light Tank for Fjord. I think those are going to be the last two vehicle replacements I make. Additionally, I'm possibly going to fix the Transport Helicopters so that their nose smooths properly, instead of being blocky in the light.

Subject: Re: RA_Fjord
Posted by [Caveman](#) on Tue, 06 Sep 2011 11:16:09 GMT
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Just gave it a quick go on LAN..

The map looks really nice and I want to congratulate you on that however I really think the map is too big. I know compared to other new maps its quite small but if you lose wf/as you have a nice walk back to base.

I got a recon bike and went passed the strip and turned left up the hill and my bike flipped... I didn't realize you couldn't get up there.. Maybe you can add a visual blocker?

Gren alt fire seems a little over powered.. I think I was dealing just over half a bar of dmg to a mammoth during testing... 2 or 3 grenadiers could do some serious dmg.

The new mammy model looks nice but I think the turret moves around too quickly for a mammoth.

Would have been nice if you could land on the side of the mountain directly right of the ob so you could perhaps snipe from there?

I heard (what I assumed at the time) to be the waterfall... although it only played once and didn't come back on?

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 06 Sep 2011 15:28:26 GMT
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I think it's perfectly sized. It isn't as big as you think it is, only the size of Glacier Flying. In other levels, assuming you've lost vehicle production, you have to run across barren landscapes to attack the enemy base. In Fjord you can use the terrain to your advantage and pass through almost unnoticed.

What hill are you talking about? The one with the second road? It's meant to be traversable... There are three primary ways of attacking: The overland road, the middle road, and the river.

Grenadier alt-fire can be changed, but we'd need more players to test it.

The Mammoth turret uses the same settings as the original Mammoth. I'm not changing it.

I prevented you from landing on the mountains because I don't want to encourage people "sniping" in prime locations that are inaccessible without helicopters. The only place to do it is the Ore Refinery.

The waterfall plays constantly for me. It's probably not playing for you because your computer might not be up to spec. I'd need to add a vis system to optimize all of the special effects so they consistently play instead of being hidden by Renegade when there's too much on screen.

Subject: Re: RA_Fjord

Posted by [Caveman](#) on Wed, 07 Sep 2011 07:23:05 GMT

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Aircraftkiller wrote on Tue, 06 September 2011 16:28 I think it's perfectly sized. It isn't as big as you think it is, only the size of Glacier Flying. In other levels, assuming you've lost vehicle production, you have to run across barren landscapes to attack the enemy base. In Fjord you can use the terrain to your advantage and pass through almost unnoticed.

It just looks and feels much bigger than glacier flying.

Aircraftkiller wrote on Tue, 06 September 2011 16:28

What hill are you talking about? The one with the second road? It's meant to be traversable...

There are three primary ways of attacking: The overland road, the middle road, and the river.

Come out of the strip turn right about 30 degrees and go up the hill (as if you was going round the mountain but the long way) do this with a recon bike and it will flip cos you have put a blocker there but you can't tell you have until it's too late.

Aircraftkiller wrote on Tue, 06 September 2011 16:28

Grenadier alt-fire can be changed, but we'd need more players to test it.

Ok great... I do think they're a little over powered.

Aircraftkiller wrote on Tue, 06 September 2011 16:28

The Mammoth turret uses the same settings as the original Mammoth. I'm not changing it.

Well I don't know how to explain it maybe it's my eyes but the turret seems to move quicker now?

Aircraftkiller wrote on Tue, 06 September 2011 16:28

I prevented you from landing on the mountains because I don't want to encourage people

"sniping" in prime locations that are inaccessible without helicopters. The only place to do it is the Ore Refinery.

Ok it was just a suggestion.

Aircraftkiller wrote on Tue, 06 September 2011 16:28

The waterfall plays constantly for me. It's probably not playing for you because your computer might not be up to spec. I'd need to add a vis system to optimize all of the special effects so they consistently play instead of being hidden by Renegade when there's too much on screen.

I doubt it's my computer specs... It played the one time and just stopped. I was still near the waterfall when it stopped.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 07 Sep 2011 15:17:56 GMT
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I was playing online on the 4.0 server and didn't lose any of the special effects. Besides, the waterfall itself can't disappear since it's a mesh... The particles might disappear when you look at them at certain angles, but otherwise I'm not sure what the issue is. I can't see it on my end, and I have the same copy you're running.

The Mammoth turret has the same turn rate as the original, so I think it's all in your head.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Wed, 07 Sep 2011 15:50:23 GMT
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Aircraftkiller wrote on Tue, 06 September 2011 16:28

The waterfall plays constantly for me. It's probably not playing for you because your computer might not be up to spec. I'd need to add a vis system to optimize all of the special effects so they consistently play instead of being hidden by Renegade when there's too much on screen.

I doubt its my computer specs...It played the one time and just stopped. I was still near the waterfall when it stopped.

[/quote]

Depending on the number of passes and what blend models each pass uses I've seen some graphics cards really suffer on Ren. However, particles shouldn't really be an issue as Ren is smart enough to give particle emitters lod on distance... unless your issue is only when you're standing close, then it could be the emitters I suppose.

Subject: Re: RA_Fjord
Posted by [Soulhunter](#) on Wed, 07 Sep 2011 18:18:58 GMT
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Aircraftkiller wrote on Wed, 07 September 2011 17:17 I was playing online on the 4.0 server and didn't lose any of the special effects. Besides, the waterfall itself can't disappear since it's a mesh... The particles might disappear when you look at them at certain angles, but otherwise I'm not sure what the issue is. I can't see it on my end, and I have the same copy you're running. I think caveman meant that the sound of the waterfall dissapeared after it played 1 time (the sound didn't loop), I don't think the meant the waterfall completely dissapears lol

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 07 Sep 2011 18:42:43 GMT

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That's odd. The sound itself isn't limited, so it should play constantly. I'll check it out.

Subject: Re: RA_Fjord
Posted by [Caveman](#) on Wed, 07 Sep 2011 21:59:07 GMT
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Yes sorry that what I meant (what soul hunter said) the sound plays one time and then just stops. Sorry for the confusion.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 07 Sep 2011 22:04:44 GMT
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I checked it out and it plays fine for me. Not sure what's happening on your end.

Subject: Re: RA_Fjord
Posted by [Generalcamo](#) on Thu, 08 Sep 2011 01:04:33 GMT
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I would recommend giving transports heavier armor and more speed, so that they are actually useful, not just a flying coffin.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 08 Sep 2011 02:00:41 GMT
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Already covered it. I believe I mentioned it earlier too. This is the change-list I created in the readme.txt file for it.

Here's the change list:

GDI Grenadier has an alt-fire. It fires a triple-burst but takes longer to fire than the regular fire.

GDI Orca now only has missiles. It fires six before it must reload. It no longer takes major damage from Ramjet Rifles. It now costs 1,200 credits.

GDI Transport Helicopter has had its speed improved. It carries five passengers now, instead of four. It no longer takes major damage from Ramjet Rifles, and its credit cost is now 1,500 credits.

GDI Medium Tank now uses the beta model that I've modified and made to look more like an M1

Abrams. It also has moving wheels.

GDI Mammoth Tank has extended missile range, but the missiles do less damage to armored targets. Use cannons against vehicles and structures primarily. It also has a new model that's 99% accurate to the original Tiberian Dawn model, which I've built and painted myself.

GDI MRLS now has a rotating turret, but costs 800 credits. I've modified it so that it has wheels and a muzzle emitter when it fires.

GDI/Nod Rocket Soldier Officer and GDI Gunner have homing missiles, which are useful against airborne units. They also have a triple-burst alt-fire that's inaccurate at range, but incredibly lethal up close. Keep away from them if you can.

Nod Recon Bike was added. It moves very quickly but is also incredibly weak and can be destroyed easily. Take them out at long range, but beware their missile attack.

Nod Apache now fires shotgun-like rounds which have considerable range and damage everything. It no longer has missiles. Its cost was increased to 1,200 credits to compensate for the extra damage and lack of vulnerability to Ramjet Rifles.

Nod Flamethrower now has an alt-fire. It will do roughly 250% more damage versus what it did before, but its range was considerably shortened to 15 meters. Primary fire is unaffected by this change. Do not let them come close to you or get inside structures.

The GDI AGT only fires a pair of Tomahawk missiles now. It has custom-built Guard Towers for machine gun defenses.

The Nod Obelisk cannot attack airborne units as its laser diffuses in the atmosphere. As a result, Nod SAM Sites have been installed at the Nod base. They are incredibly lethal and difficult to destroy unless they pop-up to attack aircraft, at which point they are vulnerable and easily destroyed.

The Advanced Communications Center controls team radar and beacon purchases. If destroyed, GDI can no longer buy Ion Cannon beacons and their radar is terminated.

The Shrine of Nod provides spiritual guidance for Nod and houses nuclear missiles. If destroyed, Nod can no longer buy nuclear beacons.

The Nod Communications Center controls Nod team radar. If destroyed, Nod's radar no longer operates.

The Construction Yards repair structures at the rate of roughly what an Engineer would. Destroy them to make base destruction easier. They cannot repair themselves.

Tiberium Silos add an additional 2.5 credits per second. Destroy them with C4 explosives for additional damage, or any other weapon to hamper credit flow.

Repair Facilities provide essential vehicle repairs in times of base assault, if a vehicle is parked on

it and occupied. Destroy them with C4 explosives for additional damage, or any other weapon to hamper automatic vehicle repairs.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 08 Sep 2011 05:07:23 GMT
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New changes to the list:

Nod Artillery now fires lobbed gravity-influenced shells. It continues to have a turret. Damage has been increased to 175. Explosion radius has been increased to 22 meters. Explosion damage has been increased to 175. Camera shake duration reduced to 1.5 seconds, down from 3.0. Camera shake radius reduced to 30 meters, down from 40.

GDI MRLS now fires only two missiles. Each missile does 108 damage. It continues to have a turret. Damage radius was increased from 8 to 12, spreading 108 damage through that vicinity. It is now considerably more lethal to infantry.

Nod Flame Tank has been given the beta model. It does not have a turret. To compensate, flame damage has been increased from 13 to 26 per "shot", which makes it much more potent versus any target. Do not allow it to come near your base. Thankfully, it needs to enter your base through the gates before it can do any real damage to any structures.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 08 Sep 2011 07:18:31 GMT
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I might lower the Flame Tank damage a bit by 25% or so. It's very formidable right now, even without a turret. It also has a custom version of the original flame emitter so that it looks wider and more menacing.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 08 Sep 2011 17:07:26 GMT
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More changes for today:

The Nod Turret now does 60 damage instead of 30, fires faster, and will generally ruin your day unless you take it out.

The SAM Sites and Turret now have voice announcements for damage and destruction.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Thu, 08 Sep 2011 19:24:33 GMT

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Fjord is now in open beta:

http://www.renegadeforums.com/index.php?t=msg&goto=453576&rid=17#msg_453_576

Go play, test!

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 09 Sep 2011 03:46:56 GMT

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I've got new sounds for the tanks. I looked through the library of sounds that I grabbed from my college before I graduated and I found a lot of interesting things:

The original Tiberium sound, which is already in Fjord.

The bird sounds from the TD MCV deployment video, which are already in Fjord.

I also found the original tank cannon sounds. They're part of a larger file related to a howitzer firing several times over the course of a minute. I'll isolate the specific sounds that each tank used and give it to them, replacing the Renegade sounds.

Also, I fixed the fir trees so they have more of a "branch" look and less of a "huge leaf" look.

Before:

After:

They're a little more desaturated. I also desaturated the main grass texture to match them.

Subject: Re: RA_Fjord

Posted by [iRANian](#) on Fri, 09 Sep 2011 11:37:51 GMT

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Are you gonna replace the AGT missile launching sound with the TD one like you said you were thinking about?

Subject: Re: RA_Fjord
Posted by [Taz](#) on Fri, 09 Sep 2011 11:41:39 GMT
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Just gave the map a spin, and i must say i'm impressed. The map looks pretty good, aside from the reflective cave which looks unnaturally blocky.

I do think you should lower the number of trees on the battlefield though. It makes for bad gameplay imo.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 09 Sep 2011 16:46:15 GMT
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I completely disagree. We've run game-play tests on it and the trees give an element of surprise that simply doesn't exist on stock Renegade levels. iRANian and I were taking a Mammoth/MRLS convoy through the meadows near the river and got ambushed by a Flame Tank that you simply could not see through the trees. There's so many different tactical opportunities available now that you aren't limited by a barren landscape.

Regarding the cave, I simply didn't see a reason to give it more polygons. This is technically a 1998 game. It's not UDK. I'm aware that it can use a "lot" of polygons, but it's just wasted detail in many cases. You'll rarely if ever notice it and the game's engine doesn't have the ability to bring that detail out. Without specular lighting, at the very least, adding more polygons to smooth out rocks just makes it look bad. The only real way to "light" something in this game is to either light map it or use the smoothing groups to give defined edges.

Yes, I already added the C&C95 AGT sound. I also replaced the tank cannons with the equivalent TD cannon sounds, except mine are noticeably higher quality so they'll sound similar but slightly different.

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Fri, 09 Sep 2011 16:58:21 GMT
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Not only that, we rushed the Obelisk with two Mammoths and we got ambushed by a Stealth tank hiding to the left of us, which I've never seen happen before. Recon bikes can use their speed and range to harrass Mammoth Tanks while hiding in the bushes and they can get close to an MRLS and destroy them without the MRLS being able to respond. The new Flame Tank allows for breaking up GDI attacks (our two MRLS shelling the Nod base got unexpectedly attacked by one and we went down in no time).

The improved MRLS and the Mobile Artillery with lobbing shells make the game more challenging. Instead of simple getting Technicians + Mobile Artillery and automatically winning because of their insane fire power and the fact that Technicians repair really quick, you now need to know how to

handle the arc on the shells which makes fighting against them with MRLS a lot of fun and it gives them more of a weakness against GDI's main tanks. Watching the Artillery shell the GDI base with arcing projectiles is great to watch.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Fri, 09 Sep 2011 17:01:31 GMT
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I'm sure all those trees make it an excellent map for n00bjets.

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Fri, 09 Sep 2011 17:02:53 GMT
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n00bjets don't damage vehicles on this map and all the terrain makes it easier to hide against snipers, other than in the open spaces in between maps.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 09 Sep 2011 17:08:31 GMT
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Well, that's almost incorrect. The only vehicles that snipers damage now are Recon Bikes, Humm-vees and Buggies. That's it.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Fri, 09 Sep 2011 17:42:12 GMT
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Aircraftkiller wrote on Fri, 09 September 2011 11:08Well, that's almost incorrect. The only vehicles that snipers damage now are Recon Bikes, Humm-vees and Buggies. That's it.
I was more concerned about infantry, and maybe artillery.

Seems like it'd be really easy to camp behind a tree in 3rd person IMO.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 09 Sep 2011 17:43:25 GMT
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Try playing it - infantry have a lot of cover, plenty of places to move and hide.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Fri, 09 Sep 2011 17:47:27 GMT
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Aircraftkiller wrote on Fri, 09 September 2011 11:43 Try playing it - infantry have a lot of cover, plenty of places to move and hide.
I'm thinking more moving point a to b while being snipped at by enemies. I'd play it but I always get bad pings from ren servers while I'm at school, and playing it by myself really isn't that great.

However, if the terrain makes it hard enough to snipe people that n00bjet camping isn't going to be a big issue I'll take your word for it.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 09 Sep 2011 17:53:13 GMT
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It's difficult to see infantry moving through the trees and camera-parallel bushes. That provides all they cover they need. They also have rocks in the river, the little cave-like areas next to the overland road, and the ore mine system which they can use.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Fri, 09 Sep 2011 17:59:02 GMT
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Aircraftkiller wrote on Fri, 09 September 2011 11:53 It's difficult to see infantry moving through the trees and camera-parallel bushes. That provides all they cover they need. They also have rocks in the river, the little cave-like areas next to the overland road, and the ore mine system which they can use.
Sounds like that'd do the trick, but testing is always the best answer, it's amazing how many things people can find to exploit when they want to be on top of a score list.

Subject: Re: RA_Fjord
Posted by [Spoony](#) on Fri, 09 Sep 2011 18:18:35 GMT
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given all the gameplay changes, it reads like a single-map version of a C&C95 total conversion (albeit one that keeps the Renegade infantry).

i would've liked to see that for years, by the way

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 09 Sep 2011 19:27:28 GMT

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I would be interested in your opinions of the game-play changes, Spoony. I do have a degree in game art & design, so I feel fairly confident that I know what I'm doing. However, having many experienced players giving feedback on the changes will help a lot.

Subject: Re: RA_Fjord

Posted by [Spoon](#) on Fri, 09 Sep 2011 21:37:47 GMT

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yeah, i'm gonna fire it up at some point.

Subject: Re: RA_Fjord

Posted by [crazfulla](#) on Sat, 10 Sep 2011 13:10:51 GMT

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1. Some buildings' interior aggregates don't change state when the base power goes offline. Though this may be intentional as there is some nice lighting that would otherwise probably be affected.
2. There are no Purchase terminal objects in the Nod construction yard, only the visual model. Though you may already be aware of this as someone already mentioned missing PTs.
3. Most importantly; the pickup truck doesn't appear to respawn! Am I right or am I just not waiting long enough? :'(

Also, just a comment in regard to the sewer access tunnels in the GDI base, I don't exactly feel you should be able to shoot out the drains (IE with a pistol)... perhaps they should require a C4 charge?

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 10 Sep 2011 15:57:17 GMT

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Building interiors that aren't made by Westwood using their W3D export tool will not change lighting. Saberhawk would need to finish his light map tool for me before I could be assed to spend the time to create another set of lights and light maps for my interiors. Otherwise they won't switch when the building loses power or is destroyed. There's just no way to do it, unfortunately, without his help.

I fixed the GDI Refinery/Nod Construction Yard last night. They have spawners and terminals now.

The truck doesn't respawn, it's just a vehicle left over from when the civilians evacuated from the Tiberium infestation of their mining village.

I felt that shooting out the drains is the easiest way for everyone to be able to participate in the fight. I did the same thing in Metro/MetroTS.

Subject: Re: RA_Fjord
Posted by [Generalcamo](#) on Sat, 10 Sep 2011 23:17:44 GMT
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I would recommend adding the beta Orca/Apache models. I am currently working on converting them to 3ds max and hopefully porting the renegade style animations to them. Perhaps you would like them when I am done?

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 10 Sep 2011 23:33:02 GMT
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If they work and look good, I'll definitely consider it. I'll note that I already was working on the beta Apache (wheels, etc) since it's one of the Max files Westwood gave me. The only issue I had with it is that it's too big and I was annoyed with rigging it.

Subject: Re: RA_Fjord
Posted by [Mauler](#) on Sun, 11 Sep 2011 03:23:34 GMT
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Aircraftkiller wrote on Sat, 10 September 2011 09:57 Building interiors that aren't made by Westwood using their W3D export tool will not change lighting. Saberhawk would need to finish his light map tool for me before I could be assed to spend the time to create another set of lights and light maps for my interiors. Otherwise they won't switch when the building loses power or is destroyed. There's just no way to do it, unfortunately, without his help.

Well it is possible to change the lightmap texture just like the way Renegade does, but it does not change the lighting sadly. Here is a video of my lightmap change ingame. I know this isn't the way Westwood would of done it.. but it's half way there.

The way mine is setup.. it's just one lightmap texture with a few modifications in Photoshop. If I spent more time on it, I could change the lighting on the same lightmap unwrap I did for the normal lightmap and render a second one with the destroyed lighting. If i ever get my hands on Saberhawk's tool i will be prepared

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 11 Sep 2011 03:34:32 GMT

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I'd rather have it working with a second WLT file so that it swaps out the lights. How'd you get that running? Is the structure interior a tile, so it swaps out in an animation?

Subject: Re: RA_Fjord

Posted by [Mauler](#) on Sun, 11 Sep 2011 03:47:39 GMT

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Aircraftkiller wrote on Sat, 10 September 2011 21:34 I'd rather have it working with a second WLT file so that it swaps out the lights. How'd you get that running? Is the structure interior a tile, so it swaps out in an animation?

So would I lol, I have to use this method for now until that tool is released. That's exactly the way it's setup. Aggregate tile with building aggregate setting and a animation set in Max with visibility track that hides one mesh with regular lightmap and a second one with the destroyed lighting lightmap. Both meshes are using the same scene materials so there shouldn't be any perfmance issues.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 11 Sep 2011 06:42:33 GMT

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I've rigged the beta Light Tank. I've also taken the liberty of changing the season and atmosphere. It is now overcast with very light snow flurries. I think it fits the level more, and gives a better feel to the environment.

I've also added the C&C95 AGT sound. I also replaced the tank cannons with the equivalent TD cannon sounds, except mine are noticeably higher quality so they'll sound very similar. I ran a filter on the lows to bring them out, increased the decibels, and brought out the highs to they really "punch" more when they fire. And no longer will the Artillery sound like a higher pitched Light Tank. It has its own unique sound that it had in C&C95. I have the source sound files for a lot of the sounds that went into C&C95, so I've been using those in Fjord a lot. The cannons, birds (I bet some of the nitpicky folks can tell me what TD video the bird sounds come from), Tiberium sounds, etc... It makes it feel more immersive.

Subject: Re: RA_Fjord

Posted by [GEORGE ZIMMER](#) on Sun, 11 Sep 2011 07:45:18 GMT

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Y'know, you could totally do a badass mod that tries to bring Renegade more to what it was supposed to be (which, not coincidentally, was supposed to be like C&C95). I'd be willing to help (can't at the moment, though), as I've long wanted to do something similar. And I don't mean some "hurr replace models with da beta ones!1" like some other mods do.

Subject: Re: RA_Fjord
Posted by [crazfulla](#) on Sun, 11 Sep 2011 11:27:03 GMT
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Aircraftkiller wrote on Sat, 10 September 2011 08:57I felt that shooting out the drains is the easiest way for everyone to be able to participate in the fight. I did the same thing in Metro/MetroTS. But for a guy who obviously prides himself on the realism of the map, it just seems strange that you allow this. Every character has C4 so there shouldn't be a problem.

But thats just my opinion.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sun, 11 Sep 2011 17:08:07 GMT
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It's not conducive to game-play. You'd have to bring along at least one extra person to blow apart the grates, and you really can't be stealthy about destroying them if there's a large explosion giving you away. I'll keep it how it is - I want one person to be able to do something, especially when it involves trekking across a large environment without being seen or shot.

George: You'll see, eventually.

Subject: Re: RA_Fjord
Posted by [Generalcamo](#) on Sun, 11 Sep 2011 18:10:26 GMT
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It could be easily said that they have rusted so much that they are very brittle.

If you could PM me that apache, It would make my life a lot easier. I seem to be having trouble moving materials.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Sun, 11 Sep 2011 19:14:32 GMT
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IMO You should lighten the clouds up a little; give them more of a snow barring cloud instead of a

rain filled cloud feel.

Regardless it was a step in the right direction for sure, looking good.

Subject: Re: RA_Fjord

Posted by [crazfulla](#) on Mon, 12 Sep 2011 00:39:08 GMT

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Also if you are going for that C&C95 feel, will you be removing the Nod APC? In BunkersTS that was replaced by the recon/attack bike which I thought added a nice dynamic to gameplay that worked really well. But that map was far too small for such a light, fast moving vehicle. hence, I think Fjord would suit that much better.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 12 Sep 2011 00:43:04 GMT

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I'm wary of removing the Nod APC - IIRC, they were available in multiplayer.

Subject: Re: RA_Fjord

Posted by [crazfulla](#) on Mon, 12 Sep 2011 00:48:36 GMT

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Yeah but Nod have enough units as it is. If you keep both I would hope you add something new for GDI to balance things out. Someone suggest TOW hummers, but they weren't in C&C95 and quite frankly they suck monkey balls.

Subject: Re: RA_Fjord

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 01:41:31 GMT

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crazfulla wrote on Sun, 11 September 2011 18:48 Yeah but Nod have enough units as it is. If you keep both I would hope you add something new for GDI to balance things out. Someone suggest TOW hummers, but they weren't in C&C95 and quite frankly they suck monkey balls. Throw a gunboat up on a hill and call it even XD.

Subject: Re: RA_Fjord

Posted by [GEORGE ZIMMER](#) on Mon, 12 Sep 2011 02:39:22 GMT

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A map that centers around the idea of the gunboat support would be better rather than tacking them on.

Also, Nod's vehicles would all need heavy reworking to get them to be similar to C&C95.

-Recon Bikes that work like hit-and-run strike vehicles (possible to do, but almost no one ever does them right)

-Artillery needs to have a fixed turret

-SSM's need to be added to take the place of artillery

-MRLS needs to have a higher cost and better damage (to balance out SSM's and all that)

might not sound like much, but it's a significant amount of gameplay changes. Because of that, it's better to not add Recon bikes just for the sake of it- it's better to keep it similar to how it is, or go all the way.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 12 Sep 2011 03:00:16 GMT

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Definitely not adding Gunboats. There is no logical place for them. The lake is too shallow and the river is far too shallow with rocks and tree limbs in the way.

Regarding balance, GDI's units are superior in almost every aspect to Nod's vehicles. The Artillery has great range and firepower now, with the ability to shoot over trees and hills while remaining concealed. Once exposed, however, it's easy to destroy.

The MRLS is a dedicated anti-aircraft vehicle in addition to being rocket artillery. It does massive damage and is easy to destroy with vehicles like Recon Bikes.

I'm not interested in adding SSMs. I have the 3DS Max file for them from Westwood, but what's the point in adding them? The Artillery already does what they do for cheaper and they aren't such a gigantic target. The only way SSMs would be a viable unit would be to make them launch missiles that damage everything within a 50 meter radius with napalm, and have them attack from 300 meters or more. They're too much trouble and I honestly see no point in them right now.

Everything as I've played it is balanced and enjoyable so far. Adding SSMs will muck up the balance and require some difficult changes that I'm not sure are even necessary.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 12 Sep 2011 06:08:35 GMT

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Today's change list:

GDI Mammoth Tank now fires in tandem, instead of alternating barrels/pods. This behavior is in-line with CC95 and Red Alert. Cannon sound loudness increased by 35%.

Tiberium blossom tree has been fixed so that only the animated portion of it is connected to the WWSkin. This prevents the entire object from sounding like metal, or nothing at all, when shot at.

MGSILO_AG_1 and MNSILO_AG_1 were changed to MNSIL_AG_1 and MGSIL_AG_1 to fix the W3D file "collisions" when the 4.0 database runs on a server. Otherwise, you're booted out by the anti-cheat program if another level shares the filenames. It's an odd bug but needs to be fixed and has been.

Ore Refinery/civilian house window pivots were reset and the objects had their transforms reset in a bid to fix the "window breaks in a location that it doesn't exist in when shot" problem.

Flame Tank "sliding backwards" bug was fixed.

Recon Bike "helicopter bug" was fixed.

VIS sectors added. Doing preliminary VIS development in LevelEdit. Still can't find out why the Tiberium Harvesters and vehicles coming off the Nod Airstrip aren't following waypaths correctly - TT team is looking into it.

Subject: Re: RA_Fjord

Posted by [jonwil](#) on Mon, 12 Sep 2011 06:53:02 GMT

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Aircraftkiller wrote on Mon, 12 September 2011 14:08

MGSILO_AG_1 and MNSILO_AG_1 were changed to MNSIL_AG_1 and MGSIL_AG_1 to fix the W3D file "collisions" when the 4.0 database runs on a server. Otherwise, you're booted out by the anti-cheat program if another level shares the filenames. It's an odd bug but needs to be fixed and has been.

This bug has been there since stock renegade in that if 2 maps have w3d files with the same filename (and the same render object name) but different contents things will break.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 12 Sep 2011 07:12:29 GMT

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Right, but it never booted you out of the game. It just didn't work as well as it should have. Regardless, it's fixed now so it shouldn't be a problem anymore.

Subject: Re: RA_Fjord

Posted by [GEORGE ZIMMER](#) on Mon, 12 Sep 2011 07:45:06 GMT

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Note: I don't think you SHOULD add SSM's, at least not right now (hence why I said you'd have to do a lot to get closer to that C&C95 feel). But I like discussing these things.

Aircraftkiller wrote on Sun, 11 September 2011 20:00 I'm not interested in adding SSMs. I have the 3DS Max file for them from Westwood

Oh, seriously? Nice- any chance of at least uploading some pics? Would be pretty nice.

Aircraftkiller wrote on Sun, 11 September 2011 20:00 what's the point in adding them? The Artillery already does what they do for cheaper and they aren't such a gigantic target. The only way SSMs would be a viable unit would be to make them launch missiles that damage everything within a 50 meter radius with napalm, and have them attack from 300 meters or more. They're too much trouble and I honestly see no point in them right now.

Firstly, artillery would need to be changed a bit to warrant SSM's being put in. Make the turret unable to rotate, and then have the shell arc- basically, what it's like in APB (they were pretty much the same unit in C&C95 and RA1, anyway).

Secondly, MLRS's would have to have their price increased (as well as other advantages, although you seem to have already handled that pretty well)- MLRS's and SSM's would have to become parallel units, rather than how it works right now (Artillery and MLRS's being the current parallels).

Thirdly, yeah, SSM's should have higher splash, less damage (but able to fire twice... basically, balance it out so it's not too ridiculous), and slower reload rate. This'd make them more of a glass cannon than a continual assault unit, but it'd be the kinda firepower Nod needs to take out GDI's threats. It's definitely possible to make SSM's balanced, and still useful.

With all that, this would accomplish quite a few things. The "heavy firepower" units (what artillery and MLRS are in Renegade right now) wouldn't be as early game as they are, making tanks and buggies/humvees a more important deal. The exception being Nod's regular artillery, but because it wouldn't be able to handle the field nearly as well, it'd more or less be used purely as anti-base (arcing shots would make it difficult to handle vehicle and infantry threats). So... it basically wouldn't be a "heavy firepower" unit and more or less something used as support (like it should have been).

Plus, y'know, napalm missiles would be awesome.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 12 Sep 2011 08:19:09 GMT

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<http://www.freewebs.com/renegademax/ScreenShot06.gif>

That's the SSM model that I have... The one from Renegade. It doesn't have the ability to fire two

missiles in any logical way, since it has a single missile rack.

It's 4:18a and I'm exhausted so I'll save my argument against it for another day. I will look into it sometime though.

Subject: Re: RA_Fjord
Posted by [Blazea58](#) on Mon, 12 Sep 2011 10:02:31 GMT
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Where are the Go-karts, and Monster trucks? if there isn't those i don't want to play this map Oh and maybe the sky should be changed to pitch black and players need flashlights to navigate the terrain.

Looks good in all honesty, i don't know how much more you could cram into a renegade map, you may as well just call this a new mod

Subject: Re: RA_Fjord
Posted by [Reaver11](#) on Mon, 12 Sep 2011 11:43:28 GMT
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I have made an SSM some time ago for a mod I can send it to you or edit it for you if you like, since the suspension is the basic MRLS set. (basically MRLS with the nukemodel on the back)

There is a script for the missiles to leave the rack but I cant remember them atm.

Toggle Spoiler

Subject: Re: RA_Fjord
Posted by [jonwil](#) on Mon, 12 Sep 2011 15:17:13 GMT
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We have logic for the APB V2 launcher although it wouldn't work for the SSM which fires 2 shots instead of the 1 the V2 rocket fires.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Mon, 12 Sep 2011 17:39:23 GMT
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Reaver11 wrote on Mon, 12 September 2011 05:43I have made an SSM some time ago for a mod I can send it to you or edit it for you if you like, since the suspension is the basic MRLS set. (basically MRLS with the nukemodel on the back)

There is a script for the missiles to leave the rack but I cant remember them atm.

Toggle Spoiler

All you have to do is give your vehicle an animation with length of 3, on frame 2 you have both rockets visible, frame 1 just one rocket, frame 0 you have none visible. Then you just make a script that updates the animation to the vehicles bullet count, that's how I make all the aircraft rockets launch off the wings of the planes in Rp2.

Blazea58 wrote on Mon, 12 September 2011 04:02Where are the Go-karts, and Monster trucks? if there isn't those i don't want to play this map Oh and maybe the sky should be changed to pitch black and players need flashlights to navigate the terrain.

What are you doing blazea, get back to work on the Airport and stop trolling ACK's map.
jk lol

Subject: Re: RA_Fjord

Posted by [jonwil](#) on Tue, 13 Sep 2011 00:08:09 GMT

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JFW_Vehicle_Visible_Weapon will do it.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Tue, 13 Sep 2011 20:36:23 GMT

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Once I fix the Nod Harvesters so they drive off the Airstrip and go to the field correctly, I'll release a final beta so I can gather up as many glitches as I can.

Subject: Re: RA_Fjord

Posted by [crazfulla](#) on Tue, 13 Sep 2011 22:05:32 GMT

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Have you figured t out yet? I just thought you could add pathfind blockers around the back of the dropzone - which may cause the Harvester to drive off the front. Not entirely sure though.

If you do fix it, let us know how because Iran wanted to impliment that fix on City (Flying).

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Tue, 13 Sep 2011 22:06:47 GMT

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Pathfind blockers would fix it, but it feels like a half-ass solution to me. I'll probably have to do it so that it drives correctly though... Unless JW or someone else in TT can figure out why Harvesters aren't doing their job properly.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 16 Sep 2011 21:56:50 GMT
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http://www.renegadeforums.com/index.php?t=msg&goto=454813&rid=17#msg_454_813

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Sat, 17 Sep 2011 10:02:05 GMT
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Are you planning on releasing the building models you made? I have some use for them and they look pretty good.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 17 Sep 2011 16:39:22 GMT
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They'd need some touching up since I ran into some issues with them. I'll see about doing it, please remind me since I'm moving on to my next project.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sun, 18 Sep 2011 21:41:46 GMT
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Here's the Mammoth in UDK with custom built material shaders set up with normals and specular.

Click for a huge version.

Subject: Re: RA_Fjord
Posted by [Dave Anderson](#) on Mon, 19 Sep 2011 02:30:25 GMT
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What would be really cool is to see your work on the CryEngine3 with DX11 and Tessellation.

Subject: Re: RA_Fjord
Posted by [Omar007](#) on Mon, 19 Sep 2011 13:45:53 GMT
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Dave Anderson wrote on Mon, 19 September 2011 04:30What would be really cool is to see your work on the CryEngine3 with DX11 and Tessellation.
You can do that on the UDK aswell

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Mon, 19 Sep 2011 18:15:03 GMT
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Dave Anderson wrote on Sun, 18 September 2011 20:30What would be really cool is to see your work on the CryEngine3 with DX11 and Tessellation.
Personally, I think they should have done actual tessellation on the mesh instead of having DX11 do it at run time, but that's just my opinion.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 06 Oct 2011 03:17:00 GMT
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I'm considering making some "balance changes" to the level. If I add anything I'll be adding another AGT and another Obelisk of Light. I'll also look into expanding the Nod base by allowing GDI access into certain areas using terrain to their advantage, basically a fancy way of saying I'm going to add "tunnels" to the Nod base so that GDI has a method of stealthy attack.

I have a few other balance changes that I'd like to make beyond that.

I think what I'll end up doing is adding a second AGT but leaving the Obelisk as a single base defense. I'll upgrade the Turret health by 200%. They already do tons of damage. The second AGT would sit in the corner of the base, in front of the Power Plant, which would guard a very sensitive flank for GDI. I'll also end up reworking the sewer system to make it more labyrinthine so that Nod can't place damaging beacons in the sewers anymore.

Subject: Re: RA_Fjord
Posted by [Blazea58](#) on Thu, 06 Oct 2011 06:15:54 GMT
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Sounds good, i was hoping to see some changes like that, especially considering how easy it is at the moment for Nod to kill Gdi. With two obelisks i think it would be overkill lol, already pretty hard to get into that base, but 2 Gdi agt's would be really nice and make it much harder for Nod to rush in. Is there any chance of Gdi also getting sam sites? I think that would balance it out alot more if there was an equivalent structure, as well the gdi towers kinda suck and don't do enough damage or shoot at the right angles.

Tunnels to Nod's base would be nice also, i think updating the map is a good idea, because it is already a good map, but there were a few things that i didn't like in terms of its gameplay. The Mrls should get a bit of a range improvement also, because they don't really hit the obelisk from far away, unlike the artillery which can shoot the Gdi conyard even from really far away.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Thu, 06 Oct 2011 15:39:51 GMT

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I don't think giving GDI SAM Sites is the solution. First, GDI doesn't need them - the AGT provides air/ground attacks. Two AGTs would work even better. Second, GDI has never had SAM Sites until Tiberian Sun. I prefer to keep the canon.

I'm actually really happy with the Guard Towers. They kill any infantry that approach (Not that the AGT doesn't) really fast, and they have a good vantage point so that you can tell what's going on - e.g., you can see that enemies are approaching outside the base walls when they fire tracers at them.

Subject: Re: RA_Fjord

Posted by [Blazea58](#) on Thu, 06 Oct 2011 17:02:46 GMT

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Alright i guess i never tried flying into the Gdi base with an apache yet, so i figured that it would be the same as the obelisk that doesn't attack aircraft.

I guess the Gdi towers are fine, but would be nice if they did more damage, as they don't do much to vehicles at the moment. Nod's turrets on the other hand actually take out vehicles or infantry pretty well.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Thu, 06 Oct 2011 19:18:57 GMT

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Guard Towers are primarily anti-infantry. AGTs are anti-everything. Turrets are anti-vehicle, Obelisks are anti-everything. See how the balance works? It's the same way in Renegade, except GDI has no Guard Towers, and Nod has crappy Turrets that barely damage vehicles.

I may also add a fourth SAM Site to the Nod base, next to the Hand of Nod, which would help protect the Nod base against aerial attacks. Not sure if it's worth it though, but would like some commentary on that idea.

I have the AGT installed in front of the curved part of the Power Plant. I moved the walls around to

make it a larger area to work in, just enough to contain the second AGT.

The Nod Artillery will have a turret restriction of roughly 10 to 15 degrees so it has to fire into the air, and can no longer fire at the ground in front of itself.

The Orca will be given a spread machine gun, but it will be anti-infantry only. I will be boosting the turn rate of the missiles to make them more effective against vehicles.

The Apache will get a secondary rocket salvo that fires an unguided spread of eight rockets, with the usual three second reload time. You will have the ability to strafe targets at range, but it's inaccurate.

Recon Bikes will have their handling improved somewhat, and their rockets will have a better turn rate. I will also improve its firing speed by 25 to 35%.

Subject: Re: RA_Fjord
Posted by [Spoony](#) on Thu, 06 Oct 2011 20:51:39 GMT
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infinite infantry ammo tbh.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 06 Oct 2011 21:00:01 GMT
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Do you have any issues with the change list other than that? I can talk to Wilo about getting infinite ammunition for infantry running on Fjords.

Subject: Re: RA_Fjord
Posted by [Spoony](#) on Thu, 06 Oct 2011 22:02:32 GMT
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second AGT's a good idea.

i'm not sure aircraft should have the secondary weapons

few tweaks to infantry costs as well tbh
officer/tibsydney/chem 100
patch/LCG 350
sniper 400
gunner/sbh 500
volt/pic/rav/ramjet 800

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 06 Oct 2011 22:12:34 GMT
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With how easy it is to get credits in Fjords, I'm thinking it's best to keep the soldier prices where they are currently.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 07 Oct 2011 03:28:54 GMT
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Also, I can't add secondary ammunition to the Orca/Apache without the game crashing. It simply won't work the way I want it to. Either the Orca fires two missiles at a time with the option to fire two bullets at a time as a secondary fire, or I take off the restrictions on ammo altogether. The engine wasn't designed for vehicles to have limited, reloaded ammunition as two separate weapons. If I give the Orca 10 missiles, for example, it will also fire 10 bullets. It can't be given separate ammunition counts for the gun and the missiles. Same with the Apache.

I'll be leaving them the way they are now, except that I've increased the velocity of Orca rockets by roughly 25% and have extended their range by 10 meters so they slightly outrange Apaches. They have to face their target to attack them anyhow, so this helps Orcas against everything they face. I've also reduced their random tracking scale so the missiles won't look so berserk as they fly toward a target, increasing their accuracy. Additionally, their turn rate is about 20% better so they can hit ground targets easier.

While I did this, I also removed the six round magazine on the Orca (which had a three second reload) and increased the firing speed along with reducing the magazine to two missiles, with a 1.5 second reload.

The Apache will also share the 1.5 second reload, but its cannon firing rate was reduced slightly so that it doesn't dominate vehicles without anti-aircraft capability.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Fri, 07 Oct 2011 05:05:23 GMT
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You could just slightly reduce how much each harvester load gives the team, that'd be easier than screwing with soldier prices. (I'd assume the harvester time would be the issue, because unless you changed how many points buildings give out I'd think that'd be the only real difference from a normal ren map).

Subject: Re: RA_Fjord
Posted by [TankClash](#) on Fri, 07 Oct 2011 06:50:29 GMT
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Destroying Nods tiberium silo seems to be a pretty effective tactic and is used a lot by GDI given its position in the Nod base.

Nods harvester is more easily destroyable than GDIs in the early phases too, a lot of people complain because Nod has some kind of advantages over GDI but we all know the real reason, too much time complaining and not a lot of time doing...

Personally the credits boost thing from st0rms veterans system does come into play during the level, I fell it should be disabled when Fjords is being played, if possible.

Adding some kind of tunnel network below the Nod base that grants GDI access (providing it isn't heavily defended) is a good idea.

GDI SAM sites... no, the Advanced Guard tower alone does a fine job against aircraft threats, same goes with people who are good with using MRLS, mammoths and gunners and besides, 99% of the time Nod usually targets the power plant first rather than the AGT and SAM sites need power to operate so...

As being automated defense systems; they're designed more for alerting the base personal of potential attackers before they start hitting structures but adding either two Obelisk of Light and two Advanced Guard Towers maybe a good idea it would force certainly require more coordinated offensive teamwork play and even keeping the battle in the field were it is supposed to be. But its positioning should not be too symmetrical if you know what I mean.

But just note that an entire team shouldn't rely on the defenses alone to protect their base...

Though adding extra defenses would/could making for more interesting outcomes rather than each base hording enough forces without moving an inch from their base and rushing out only to be destroyed by the other hording force, you know what I mean.

I feel the guard towers; at the moment, provide adequate warning as well as damage to infantry and lightly armored vehicles (in the event that the AGT is disabled)

Apart from that, I know the original C&C game didn't let infantry other than Bazooka dudes shoot down aircraft, maybe either up the damage to aircraft from infantry rockets, or let the rifle men, chain gun and other weapons apart from the normal instant overpowered shots from shots of the sniper rifle do some kind of damage.

They seem to not put a dent in them and in the event that GDI becomes camped with Apache attack helicopters without an effective way (other than PICs) to take them out... kind of a slaughter fest.

Just because you lose a WF or barracks shouldn't mean the game is technically "Over", more teamwork required here!

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 07 Oct 2011 19:08:09 GMT

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In other news, I dramatically improved the Recon Bike handling and implemented quickly launching missiles. The reload time was cut in half, so it's a much better AA unit now. In addition, it leans very much like a real bike, and still retains its high speed. On top of that, it's less prone to spin-outs and will not fall over often if at all.

I've added some additional changes to vehicles. The MRLS now fires 225 meters instead of 200. I also changed its missiles to a different model that I developed based on real MRLS rockets, with a different emitter that lasts a little longer. It was set up as an aggregate so that I could attach a second emissive rocket smoke to it, so it makes a smoke blast whenever it launches now. It's quite a bit larger than the tiny missile that Renegade used for every missile/rocket unit. I'll also add it to the AGT so it looks a lot more menacing. See here:

The Artillery now has a much longer lasting smoke emitter coming from the shell, making it easier to see where your shots land.

And the Orca launching two rockets at a time, with a 1.5 second reload time.

Subject: Re: RA_Fjord
Posted by [Spoony](#) on Fri, 07 Oct 2011 19:25:46 GMT
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i wonder, is it possible to have radar set to all units (i.e. enemies too) on fjords without affecting the other maps in the rotation?

seems worthwhile if it's a map with communication centers.

Subject: Re: RA_Fjord
Posted by [Blazea58](#) on Fri, 07 Oct 2011 20:26:50 GMT
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Nice improvements on the mrls, arty and Orca. I think those 3 things will balance it out much better.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 08 Oct 2011 01:32:12 GMT

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I've gone through it and combined meshes where possible in the hopes of saving some framerates. About to export and do some final testing before I put it together.

Subject: Re: RA_Fjord
Posted by [Blazea58](#) on Sat, 08 Oct 2011 18:36:52 GMT
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Hopefully you have done something about the mountain on the Wf and barracks side. Recon bikes can jump the walls from the top edge, although the Agt has to be down before that can be achieved. Perhaps if you added a few more trees to that edge it would atleast be harder for recons to jump into the base with.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 08 Oct 2011 19:46:02 GMT
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What would jumping into the base accomplish that couldn't be accomplished by driving through one of the gates?

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Sat, 08 Oct 2011 21:07:09 GMT
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If the team were guarding the gate area because the base defenses were destroyed, they might miss the APC that just flew into the base thus giving you the ability to plant a beacon unnoticed. ((Or stealth tank if it can make the jump.))

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 08 Oct 2011 21:51:47 GMT
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It wouldn't make a difference. Nod APCs were removed and Recon Bikes are so fast and weak that they do very little on their own besides hit and run attacks.

Change list for today:

Nod APC was removed. The Recon Bike replaces it.

Construction Yards now have 700 points of health, up from 600.

Construction Yards now repair eight damage every half second, and four damage points per half second when power is down.

Two extra Turrets were installed in the Nod base behind the Communications Center and the Shrine of Nod.

Turrets now have an extra 100 hit points.

Advanced Guard Towers deal 40 damage per missile, up from 35.

Guard Towers deal 15 damage per bullet, up from 12.

MRLS explosive radius was increased to 18 meters, up from 12.

MRLS missile speed is now roughly 25% faster.

Flame Tank damage was reduced from 23 to 19 per "bullet". It still deals formidable damage, but is not as incredibly powerful as it once was.

I should be done with this tonight unless something weird crops up.

Subject: Re: RA_Fjord
Posted by [Jerad2142](#) on Sun, 09 Oct 2011 03:23:50 GMT
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I was worried about people who had beacons in the vehicles, or stealth soldiers carrying beacons, but you know the weaknesses and stretches of your map best so you have probably accounted for that.

Nice list of changes by the way.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Wed, 19 Oct 2011 04:02:54 GMT
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New fixes for another version coming up:

Artillery explosive radius has been reduced to 18 meters to match the MRLS. Damage spread throughout the 18 meter radius has been reduced to 125, down from 175.

Orcas now fire a secondary Shrapnel warhead machine gun, which is only effective against infantry. Orca reload time was increased by one second.

Apaches now fire a secondary salvo of rockets, doing 1.5 damage each. They are unguided and are affected by gravity, and they spread out as they fly farther. You will have to fly your vehicle at a target in order to use them effectively. You can also use them to bombard targets from a distance. Their range is 110 meters, roughly the same as most tanks.

Apache cannon was improved so that it does 11 damage instead of 8. It fires slightly slower. It also has an "explosive radius" which is invisible, but does 0.5 damage within two meters. Helps kill infantry since its warhead isn't particularly effective against them.

Stealth Tank missiles were improved. They turn better and fly 25% faster.

Recon Bike missiles were improved. They now have a 110 meter range, fly faster, and turn better. They now have the explosion type "Explosion_Rocket_Medium" instead of Small, doing 100 damage within six meters instead of four meters. They're now much more suitable for taking down Orcas.

Mammoth Tank missiles turn slightly better.

Rocket Soldiers now fire missiles that fly at speed of 75, instead of 50.

Gunner now fires missiles that fly at a speed of 85, instead of 100.

I'm thinking of adding some Nod crates near the Airstrip ore mine, so that GDI soldiers can run out without the Obelisk hitting them. However, Turrets would continue to fire at them. Nod would now have to start mining this entrance just as GDI has to mine their sewers to prevent Nod from getting into the Tiberium Refinery.

Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 21 Oct 2011 02:51:08 GMT

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Changelist for today:

Planning to add another SAM Site to the Nod base, perhaps two more.

Orca rockets now do 35 damage, down from 45. They take half a second longer to reload, and their explosive radius was reduced to Rocket_Light. They now spread 100 damage across 4 meters instead of 6.

Orca and Apache were too fast for the scale of this level. They have had their speed reduced by 15%.

Orca and Apache now roll realistically as they turn, and they turn roughly 40% slower than before. The Apache turns slightly faster than the Orca, having a tail rotor to spin it around quicker.

Turret health reduced to 300, down from 400.

Gunner and Rocket Soldier alt-fire damage was reduced. Gunner now deals 25 damage per rocket in the burst, down from 30. The rockets now use Rocket_Light instead of _Medium, spreading 100 damage through 4 meters instead of 6. Rocket Soldier alt-fire now deals 20 damage per rocket, down from 28.5. Primary fire on both weapons (Gunner/Rocket Soldier) now deals 45 damage and 40 damage, respectively, up from 40 and 35.

Subject: Re: RA_Fjord

Posted by [TankClash](#) on Fri, 21 Oct 2011 06:43:02 GMT

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Did you intend for recon bikes to gain access to the mine?

File Attachments

1) [bikebikebike.jpg](#), downloaded 678 times

viktor27 killed Rina
Blazed58: Enemy spotted!
paulpaul killed crazysnip

NW



125



125

Credits: 20412

TankClash
Lieutenant

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 21 Oct 2011 18:17:51 GMT
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No, definitely not. Will be fixed in this version.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Sat, 22 Oct 2011 00:17:59 GMT
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Today's changes:

SAM Site now fires rockets whose explosion deals 100 damage spread out over an area of 15 meters, up from 6.

I'm re-boning and re-scaling the Recon Bike so that it's a little larger, and so that its rocket pods can move up and down to give you a visual cue of where it's aiming. The rockets already fire upward even though the model itself doesn't show that. I will let them fire directly above themselves.

I will be finishing up the original beta Apache, which has wheels and a working suspension. I'll be editing it so that it will hopefully rest on its rear wheel instead of sitting awkwardly flat.

I may also re-import the Orca and give it the working set of landing gear (not sure if I can get them to raise/lower depending on the height of the craft) that adjust themselves as you land. I may also increase its size slightly to make it easier to hit.

An exploit involving ore mines and Recon Bikes has been fixed.

Subject: Re: RA_Fjord
Posted by [Generalcamo](#) on Sun, 23 Oct 2011 03:36:18 GMT
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Reimport the beta orca too!

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Mon, 24 Oct 2011 07:01:11 GMT
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Change list for today:

I developed a heavily modified version of the Orca that's a lot more reminiscent of the Tiberian Dawn Orca. It now has modeled fan ducts for the engines which contain turbine fans which spin when you enter the vehicle. There is a new cannon model attached to the underside, along with

three skids to support the vehicle - instead of nothing at all, which was the case in Renegade.

The Apache now has wheels (instead of nothing at all) and the rotors spin when you enter the vehicle. They stop when you exit.

The Orca's gun fires at the same rate of fire as the Apache cannon now, but continues to do no real damage versus heavily armored vehicles.

Spawning gun turrets at the substation were given 350/350 health instead of 150/150. This, along with their heavy damage output, will make control of the center more vital.

Subject: Re: RA_Fjord
Posted by [Intradox](#) on Mon, 24 Oct 2011 20:13:54 GMT
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Nice changes, I'm looking forward to seeing them! And I thought you were done with fjord? Or are you just working on a new version of it including the changes you've been posting?

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Mon, 24 Oct 2011 20:21:36 GMT
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These are all changes that will be ported over to Tiberium Garden. But for the time being, I might as well update Fjords with them.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Tue, 25 Oct 2011 03:45:02 GMT
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Here's the Orca:

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 27 Oct 2011 04:03:12 GMT
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Today's change list:

Orcas now look more visually nimble. Their engines pivot faster and they roll a bit more. They now have a customized version of the engine exhaust that stretches out farther as it flies faster, and disappears when you hover.

Apache handling was tweaked. It's a bit easier to fly it now.

Transport Helicopters now feel "bulkier" when you pilot them. Will be replacing their crappy models with a version that has skids and improved smoothing groups so they don't look as blocky. They will also get modeled helicopter blades that spin up and shut down.

Transport Helicopters now have an operational machine gun on the left side of the craft. It has a turret restriction and can only fire within the space of the window it occupies. It can fire 55 degrees up and 55 degrees down. It uses the same machine gun as the Orca, so it should be potent against infantry if you can aim it well. The Transport Helicopters now have working landing skids which I needed to model by using the flat texture map as a reference, and the GDI Transport Helicopter now uses a 512x texture map instead of a 256x map, making it noticeably more crisp. If anyone has the 512x map for the Nod helicopter I'd love to include it. I also fixed the smoothing on the vehicle and it has operational rotor blades.

I would personally give the gunner position to the people riding with you so they can fire while you focus on flying, because in order to fire you need to look left, which detracts from flying.

Subject: Re: RA_Fjord
Posted by [Spoony](#) on Thu, 27 Oct 2011 12:14:31 GMT
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could aircraft be prevented from squashing infantry?

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Thu, 27 Oct 2011 12:38:50 GMT
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Wow that's amazing.

Subject: Re: RA_Fjord
Posted by [GEORGE ZIMMER](#) on Thu, 27 Oct 2011 14:18:37 GMT
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Nice. Is it even possible to force the driver to not be the gunner? Because I haven't seen it done yet (although I'm sure it has).

Subject: Re: RA_Fjord
Posted by [iRANian](#) on Thu, 27 Oct 2011 15:02:15 GMT
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There's a scripts.dll command to set the vehicle gunner, but I'm not sure what happens if you try to set it to NULL.

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Thu, 27 Oct 2011 20:23:04 GMT
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Spoony wrote on Thu, 27 October 2011 08:14 could aircraft be prevented from squashing infantry?

Yes, but I can only imagine the outcry that would have.

Subject: Re: RA_Fjord
Posted by [liquidv2](#) on Thu, 27 Oct 2011 22:07:13 GMT
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can you set it so the trans helis play Flight of the Valkyries out of a set of speakers while in flight?

Subject: Re: RA_Fjord
Posted by [Aircraftkiller](#) on Fri, 28 Oct 2011 00:36:08 GMT
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Changes/issues for today:

Radio command icons were changed. "Don't get in my way" and "Watch where you're pointing that" are now middle fingers. It helps illustrate the frustration.

The Orca's engine exhaust is currently broken in this version of 4.0. It will be fixed once TT updates to the next version after the current one.
