Subject: C&C_Carriers *wip*
Posted by zunnie on Wed, 27 Feb 2013 03:57:03 GMT
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I just had the idea of creating a map simular to Air but even cooler than that

The area on this map is rich of blue tiberium which i why GDI and Nod are battling there.
Both teams will have 5 Aircraft Carriers at their disposal and can get a maximum of 10 F-207 jets
as seen on Air and 20 Orca's.
There will be 5 Chinooks, one per Carrier, also will be advanced infantry available too but no
beacons.
Snipers will have 3 bullet clip, ramjets 2 bullet clip, they do very limited damage to the jets.
I plan to have manual controlled anti-air on the map too.

The jets must fly over the island in order to reach the other team's Carriers (for gameplay
purposes really). You cannot fly around the island.
There are SAM Sites guarding the area over the island. There will be two powerplants per team
as well, one powerplant controls the samsites on the left of the island, the other on the right.

I'm still pondering how to properly make this map so bare with me lol
I think it is good to force people to take out the samsites or the enemy powerplants before they
are 'easily' able to bomb-away the enemy carriers.

Here a screenshot, some will recognize it from TCW:
The carrier is from CNC3 and was retextured by Mauler, exported by Mauler too i think.
Oh and the Palm trees are his too
Note this is a wip and the shot below is not final..

Subject: Re: C&C_Carriers *wip*
Posted by zunnie on Thu, 14 Mar 2013 18:02:37 GMT
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A new ingame screenshot:

Toggle Spoiler

Subject: Re: C&C_Carriers *wip*
Posted by Aircraftkiller on Fri, 15 Mar 2013 00:53:42 GMT
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It's the same shit you've shown in every other thread

Try making something new and original for a change, or put some technical skill to use and do more than steal C&C3 artwork and call it your own

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Subject: Re: C&C_Carriers *wip*
Posted by zunnie on Fri, 15 Mar 2013 05:50:26 GMT
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Don't know what you said but it prolly isn't worth reading

Subject: Re: C&C_Carriers *wip*
Posted by Good-One-Driver on Fri, 15 Mar 2013 15:27:20 GMT
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Aircraftkiller wrote on Thu, 14 March 2013 17:53This map is very awsome I love it good job Zun!

Subject: Re: C&C_Carriers *wip*
Posted by Intradox on Sat, 16 Mar 2013 02:06:56 GMT
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Aircraftkiller wrote on Thu, 14 March 2013 17:53It's the same shit you've shown in every other thread

Try spending 4 months or more of your time making a REAL map like I do. And not receive even a dime for it!!

;D

Sorry for the trolling, but I like the idea

Subject: Re: C&C_Carriers *wip*
Posted by NACHO-ARG on Sat, 16 Mar 2013 04:36:24 GMT
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zunnie, all your maps looks pretty much the same imo, i know you are more interested in the gameplay part of the thing and sure you came out with some interesting ideas which is cool but renegade does have the capacity of looking somewhat nice or pleasant for the eyes for that mater, i think that spending a bit more time on the art part wouldnt make otter thing that improve you work´s cuality overall.

Intradox wrote on Fri, 15 March 2013 19:06Aircraftkiller wrote on Thu, 14 March 2013 17:53It's the same shit you've shown in every other thread

Try spending 4 months or more of your time making a REAL map like I do. And not receive even a dime for it!!

;D

Sorry for the trolling, but I like the idea

hey there, i thought you were dead or something lol.

Subject: Re: C&C_Carriers *wip*
Posted by Intradox on Sun, 17 Mar 2013 02:27:26 GMT
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Nah I just got banned from Jelly for having some illegal models, which had no advantage. And I don't know if I can get unbanned or not.

Subject: Re: C&C_Carriers *wip*
Posted by Ethenal on Sun, 17 Mar 2013 06:22:13 GMT
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Intradox wrote on Sat, 16 March 2013 21:27Nah I just got banned from Jelly for having some illegal models, which had no advantage. And I don't know if I can get unbanned or not.
Toggle Spoiler
Quote:
[08:08:42] <&JellyMarathon> [CHEAT] Intradox has file w_c4-r.w3d
[08:08:42] <&JellyMarathon> [CHEAT] Intradox has file w_c4-t.w3d
[08:08:42] <&JellyMarathon> [CHEAT] Intradox has file w_chem.w3d
[08:08:42] <&JellyMarathon> [CHEAT] Intradox has file w_chng.w3d
[08:08:42] <&JellyMarathon> [CHEAT] Intradox has file w_flmt.w3d
[08:08:42] <&JellyMarathon> [CHEAT] Intradox has file w_gren.w3d
[08:08:42] <&JellyMarathon> [CHEAT] Intradox has file w_ionb_closed.w3d
[08:08:42] <&JellyMarathon> [CHEAT] Intradox has file w_ionc.w3d
[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file w_lsrg.w3d
[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file w_pist.w3d
[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file w_rail.w3d
[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file w_rifl.w3d
[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file w_rock.w3d
[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file w_rprg.w3d

[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file w_shot.w3d
[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file w_snip.w3d
[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file w_tibf.w3d
[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file w_tibr.w3d
[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file w_volt.w3d
[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file nukeemitter.w3d
[08:08:48] <&JellyMarathon> [CHEAT] Intradox has file 0bj3ct5.ddb
[08:08:43] <&JellyMarathon> [CHEAT] Intradox has file ionemitter.w3d

HAHAHAHAHAHAHAHA

and to clarify, the models could have just been simply weapon models (though more likely you were using bigweapons), but the emitters are exactly what they say, emitters (makes it a lot easier to find a beacon, huh?) and the objects hack is, well, an objects hack. lol

And judging by the name of that objects file, you were probably using the objects injector too!

Don't mean to hijack your thread, zunnie

Subject: Re: C&C_Carriers *wip*
Posted by Intradox on Sun, 17 Mar 2013 15:01:10 GMT
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I originally wrote a long message but figured there was no point in trying to convince anyone I'm not a cheater. By the looks of it, I look like one and most likely no one would believe me if I told them I wasn't. (I sure wouldn't, most cheaters act innocent anyways)

Sorry for posting this on your thread zunnie, this really isn't the place to be posting this. If you want to call me a cheater further or want me to plead innocent or guilty, PM me. Just don't hijack this thread further.

Subject: Re: C&C_Carriers *wip*
Posted by ehhh on Sun, 17 Mar 2013 15:25:28 GMT
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please do |:

Subject: Re: C&C_Carriers *wip*
Posted by -TLS-DJ-EYE-K on Sun, 17 Mar 2013 15:30:14 GMT
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AirC*untkiller is just mad that Fjords is such a FPS lagging piece of shit Map and that he had no better idea than putting 34523764 trees in 1 map.

Subject: Re: C&C_Carriers *wip*
Posted by ehhh on Sun, 17 Mar 2013 15:37:41 GMT
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would help if half of the renegade community didnt have 20 year old pcs

---

Subject: Re: C&C_Carriers *wip*
Posted by jonwil on Sun, 17 Mar 2013 16:18:42 GMT
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It would also help if more mappers used LOD and VIS properly (not sure if Fjord does use those things or not).

Subject: Re: C&C_Carriers *wip*
Posted by Ethenal on Sun, 17 Mar 2013 16:27:29 GMT
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jonwil wrote on Sun, 17 March 2013 11:18It would also help if more mappers used LOD and VIS properly (not sure if Fjord does use those things or not).

Being as it is Aircraftkiller's map (and I could be completely wrong), I imagine he did use VIS and LOD. Seems to me like the map would be 1000x worse without VIS!

Subject: Re: C&C_Carriers *wip*
Posted by Aircraftkiller on Mon, 18 Mar 2013 00:51:51 GMT
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I put it in but quickly discarded it after I realized that doing the visibility solution would take weeks. But if you're running any modern PC, you shouldn't get less than 30 frames on average. It's completely playable.

DJ's mad because his Internet girlfriend left him for someone with a lot more charm and wit, and actual prospects in life.

Subject: Re: C&C_Carriers *wip*
Posted by Ani on Mon, 18 Mar 2013 01:41:10 GMT
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I have a lot of respect for anyone whose still interested and developing stuff for this game, that being said some people should be a little bit more lenient towards constructive criticism; i'm sure a lot of people think zunnie has made a few maps that are all too similar (carrier ship in the middle,

bunch of islands connected with ramps, etc.) - people are definitely taking things the wrong way though.

Sure Fjords has a lot of trees, it's just the design of the map. Blame Under for having too much snow on the ground? Atleast ACK tried to make a unique map...

Keep up the good work guys.

Subject: Re: C&C_Carriers *wip*
Posted by -TLS-DJ-EYE-K on Mon, 18 Mar 2013 12:29:04 GMT
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Poor Comeback AirC*untkiller

Instead of showing us that u aren't more inteligent than a Toast, maybe you should start beccoming good in renegade

---

Subject: Re: C&C_Carriers *wip*
Posted by Aircraftkiller on Mon, 18 Mar 2013 23:20:24 GMT
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I'm not interested in playing 12 year old games with a fanbase of 20 people. Have fun being the "best" in a pool of talent that's akin to Special Olympics participants.

Subject: Re: C&C_Carriers *wip*
Posted by Ethenal on Tue, 19 Mar 2013 00:08:36 GMT
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-TLS-DJ-EYE-K wrote on Mon, 18 March 2013 07:29Instead of showing us that u aren't more inteligent than a Toast, maybe you should start beccoming good in renegade
lmao thanks for my new signature

Subject: Re: C&C_Carriers *wip*
Posted by Good-One-Driver on Tue, 19 Mar 2013 04:21:02 GMT
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Ethenal wrote on Mon, 18 March 2013 17:08-TLS-DJ-EYE-K wrote on Mon, 18 March 2013 07:29Instead of showing us that u aren't more inteligent than a Toast, maybe you should start beccoming good in renegade
lmao thanks for my new signature

It's a reminder to yourself also I guess.

Subject: Re: C&C_Carriers *wip*
Posted by roszek on Mon, 25 Mar 2013 14:01:16 GMT

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Cool map zunnie, I really enjoyed playing it.

@ack

Subject: Re: C&C_Carriers *wip*
Posted by Ethenal on Mon, 25 Mar 2013 18:03:56 GMT

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Good-One-Driver wrote on Mon, 18 March 2013 23:21Ethenal wrote on Mon, 18 March 2013 17:08-TLS-DJ-EYE-K wrote on Mon, 18 March 2013 07:29Instead of showing us that u aren't more inteligent than a Toast, maybe you should start becomming good in renegade
lmao thanks for my new signature

It's a reminder to yourself also I guess.
IT'S A REMINDER TO MYSELF THAT I AM MORE INTELIGENT THAN A TOAST

I'M GLAD YOU ARE SUCH AN INTELLECTUAL INDIVIDUAL GOODONEDRIVER, WHATEVER WOULD I DO WITHOUT YOUR WISDOM AND GUIDANCE