Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Halo38 on Mon, 14 Apr 2003 19:17:27 GMT
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*Brings out the Beers and hands them out*

Time for a bit of teleporter madness using the custom scripts.dll written by Dante & Jon Wil. I still have to code the 36 teleporters
got a few texture errors to fix. and setting up the temps all characters will be worth 1 point for a death and 0.010 for damage, have 100 health/armour and carry a standard weapon. (standard soilder stats basically) random weapon pick up will be via the teamed and unteamed weapon spawner pedistals i have created (see pics). will also include my own character temps as seen in Temple_DM.

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http://www.n00bstories.com/image.fetch.php?id=1431844242

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Aircraftkiller on Mon, 14 Apr 2003 19:23:10 GMT
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It looks too much like City does. Too much repetitive use of the same textures, no real originality besides teleporting and that does get a bit old after a while.

I see you used my helicopter pad texture in Glacier Flying. Try making it a bit more unique, this map really isn't making me go "Oooh, ahhh."

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Deafwasp on Mon, 14 Apr 2003 19:29:58 GMT
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And that is "nice" remarks from ACK. I agree with everything he says. I also think you can add some more small details and make it look like things are supposed to be there instead of dropped down like legos.

Is there a goal to this map or is it just teleport around the map shooting?

Looks good. Add some fog, I think it would be col if the fog is thick enough that you cannot see the ground. And if it doesent lag too much a few aircraft fly bys between the buildings.

Wha also would be cool is a chopper/orca spawn point somewhere. Of course mak it so yah dont

get mad points for taking hem out.

Keep up the good work and heed what ACK said.

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Titan1x77 on Mon, 14 Apr 2003 19:33:25 GMT
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Cant wait to play!!

Happy__Birthday!!

Fill in the blank...how old r u now?

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Beanyhead on Mon, 14 Apr 2003 19:34:12 GMT
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Looks Great.

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Halo38 on Mon, 14 Apr 2003 19:42:03 GMT
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Yeah, i looked for some building textures but they are hard to find.

Wasn't that heli texture in the ren textures pack?? if so whats the difference if i use it and so do you?? (didn't realise you created the texture)

I should of said this in the first post, i just knocked this up in a week to use my teleporters for something it's not completely crap and it's not the best DM but it is different, a nice blend of long range sniping and C&B if you ask me, and i'm learning a bit about animation too so it's all good.

I hope my next one C&C_Bio_Flying will make you go "Oooh, ahhh."

We're alpha testing for playability very soon. but I'm getting backed logged with warpath maps so i can't put much time in to my own ones.

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by StoneRook on Mon, 14 Apr 2003 20:07:19 GMT
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Happy Birthday....


Nice map --- should be interesting to play....

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Halo38 on Mon, 14 Apr 2003 20:11:56 GMT
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StoneRookHappy Birthday....


Nice map --- should be interesting to play....


*Have a Beer*

The temps will make the gameplay like a proper DM as you may chose what characters you want to be instead of seeing the sam old repetative characters again (this was suggested to me a while ago, Cheers Snipefrag)

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Cebt on Mon, 14 Apr 2003 20:12:24 GMT
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i think it looks cool and i cant wait to play it

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Aircraftkiller on Mon, 14 Apr 2003 20:13:35 GMT
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Halo38Yeah, i looked for some building textures but they are hard to find.

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Open up Glacier Flying in XCC Mixer. You'll find a file called helipad.dds in there, along with the two Repair Facility textures, the runway texture I made up quickly from ref_cemnt, and cnpost.dds.

If you use any of those textures, you don't have to put them in your map directory. They'll load from the Glacier Flying.mix file.

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Deafwasp on Mon, 14 Apr 2003 20:19:37 GMT
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Good textures are not hard to find. Make em yourself. you can use the included renegade textures in the creation process.

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Cebt on Mon, 14 Apr 2003 20:19:45 GMT
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ok now that you said that we dont want you to come complain later about him stealing from you ok?!

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by maytridy on Mon, 14 Apr 2003 20:37:32 GMT
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Looks great, Halo. Temple came out awesome, this is lookin even better! I'm up for betatesting if you need it.

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by General Havoc on Mon, 14 Apr 2003 21:04:19 GMT
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Welcome Back Maytridy

Yeah the map is looking good at the moment. Make sure tings like the gun emplacements and destroyed vehicles don't have points or too many if they do give points at all. I still think the new Team Deathmatch mode would work good but thats what we'll have to test when version 1.1 of the script.dll is fully tested. Keep up the good work halo

---

## Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Halo38 on Mon, 14 Apr 2003 22:31:54 GMT
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AircraftkillerHalo38Yeah, i looked for some building textures but they are hard to find.

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Ahhhhh, I see I forgot to put the texture it in the mod folder when it worked anyway, I assumed it was in the always.dat

Same sort of scenario with my teleporters too, i'll have to check this sort of thing in the future, cheers for the info

## Subject: Re: It's My Birthday, But I Got A Present For You......DM_To
Posted by Dante on Mon, 14 Apr 2003 22:33:18 GMT
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Halo38*Brings out the Beers and hands them out*

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happy birthday hoss...

map looks good, and if you have ever been in a city... (damn hicks) there are alot of buildings that look similar in windows/framework... so the repetitive texture thing is assonine, unless you want to fly to LA and tell all the architects to stop using that blue glass motif with there building exteriors....

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by bigwig992 on Mon, 14 Apr 2003 22:42:59 GMT
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Make it a CTF, theres a purpose =). With all the teleporters, it would be fun as helll trying to hunt down the guyw with the flag.

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by maytridy on Mon, 14 Apr 2003 22:46:47 GMT
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Thanks General Havoc. Took me a while to get here, but at least im here.

---

Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by MoDMaNiA on Mon, 14 Apr 2003 22:46:47 GMT
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WOW    looks awesome to me, can't wait to play it, wouldn't mind beta testin either

---

Subject: Re: It's My Birthday, But I Got A Present For You......DM_To
Posted by Halo38 on Mon, 14 Apr 2003 23:06:20 GMT
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DanteHalo38*Brings out the Beers and hands them out*

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---

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hoss, i hope = boss

Yes you do have a point but i'll look for at least one more texture to break it up a bit (if i got time), cheers for input

---

## Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Halo38 on Mon, 14 Apr 2003 23:11:04 GMT
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bigwig992Make it a CTF, theres a purpose =). With all the teleporters, it would be fun as helll trying to hunt down the guyw with the flag.

It's a normal DM at the mo.

Now that is an idea...... I think CTF is sort of dead thought isn't it. (CTF_Towers is a possibility  )

But wait!!! with my temps and points per kill etc going for the flag would be a great way for points (i'm also turning off the SBH stealth ability for fair ness  )