**Subject: C&C Desolute**
Posted by Khadman on Sat, 21 Jun 2003 14:22:44 GMT
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Yesterday I started a map, C&C Desolute which was originally going to be based in a deep canyon with a bridge overhead. But i changed my mind (typically happens in early stages of development) and deceided to have a map with two islands connected by a bridge, which would be the main battle ground. Im still working on the terrain so thats not in any pics right now but ill show you the bridge so far. Im thiking of putting a mini complex of catwalks under the bridge to enhance it also.

http://www.n00bstories.com/image.view.php?id=1216149039

http://www.n00bstories.com/image.view.php?id=1156938422

edit:
http://www.n00bstories.com/image.view.php?id=1267684302

http://www.n00bstories.com/image.view.php?id=1037151784

Here are somemore pics. The ground texture isnt complete as you can see. But this is a general idea of what the GDI Island will look like.

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**Subject: C&C Desolute**
Posted by Cpo64 on Sat, 21 Jun 2003 17:23:19 GMT
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A consern some people may have well be the lenght of the bridge, and the time it takes to get from one base to the other, but good luck with your endevor.

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**Subject: C&C Desolute**
Posted by Khadman on Sat, 21 Jun 2003 17:52:32 GMT
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The bridge isnt very long.. should only take about 1 minute on foot or so. But the bases will be set back a bit on their respective islands. There will be guard towers and this will be a flying map.

---

**Subject: C&C Desolute**
Posted by Cpo64 on Sat, 21 Jun 2003 19:03:16 GMT
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If done right, this map well be realy cool, I always wanted to have a dogfight around a bridge. And some nice islands

Subject: C&C Desolute
Posted by maytridy on Sat, 21 Jun 2003 19:47:39 GMT
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Keep the bridge very short, and set the bases back further on the islands, because the bridge is boring. The land is a better battle gournd, thats my 2 cents.

---

Subject: C&C Desolute
Posted by Captkurt on Sat, 21 Jun 2003 22:10:37 GMT
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With each map under your belt, you're bound to learn stuff, that's the main thing. if you like it, do it. good luck.

---

Subject: C&C Desolute
Posted by Khadman on Sun, 22 Jun 2003 00:03:43 GMT
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here are some more photos of a more finished map.

http://www.n00bstories.com/image.view.php?id=1399780504

http://www.n00bstories.com/image.view.php?id=1196050813

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Subject: C&C Desolute
Posted by Cpo64 on Sun, 22 Jun 2003 01:02:41 GMT
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You are going to texture more right?
I would like to see a overhead view so I can get a better idea of the layout, not to push you are anything

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Subject: C&C Desolute
Posted by Khadman on Sun, 22 Jun 2003 01:17:32 GMT
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of course..  I havent added the tiberium, the cliff textures, or the sand textures. I'm also going to add some gun emplacements on either side of the bridge.

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Subject: C&C Desolute

Posted by [mike9292](#) on Sun, 22 Jun 2003 02:06:35 GMT
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looks nice

---

Subject: C&C Desolute
Posted by [Khadman](#) on Sun, 22 Jun 2003 03:47:12 GMT
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here are some better detailed pics of both sides from a distance.

http://www.n00bstories.com/image.view.php?id=1015709436

http://www.n00bstories.com/image.view.php?id=1352860687

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Subject: C&C Desolute
Posted by [Captkurt](#) on Sun, 22 Jun 2003 03:55:49 GMT
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I think it looks nicer then it will play. Bridge is way to long, only one way into base unless flying.
Just not a real opportunistic map, but the practice of mapping is always good. The map is to
simple, needs more ways in, for both infantry and vehicles.

---

Subject: C&C Desolute
Posted by [Khadman](#) on Sun, 22 Jun 2003 04:26:14 GMT
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Your right, but it seemed like a good idea in my head. maybe a subway tunnel underneath the
water that comes up at a different angle...

This is a good practice at mapping.. i can alays take this map, strip it, and rebuild it the way i want.

---

Subject: C&C Desolute
Posted by [Cpo64](#) on Sun, 22 Jun 2003 05:07:59 GMT
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Very true, this map would be great for some sort of naval warfare, and arial dog fights. If only
things did not go invisable when they were far away...

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Subject: C&C Desolute

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Posted by Falconxl on Sun, 22 Jun 2003 13:00:39 GMT
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Spend some time working on the map, its a good concept it just need refinement. The valley might have been a better set up because you could have the bridge and then routes below to get to the bases. What you could try is maybe like you said a tunnel, also a sub level to the bridge, i.e. Oakland Bay Bridge.

Subject: C&C Desolute
Posted by Khadman on Sun, 22 Jun 2003 14:31:51 GMT
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Is there a tutorial somewhere on how to make tunnels because i really have no clue. Also, putting more than one texture on a plain. (Is that called Alpha Blending?)

Subject: C&C Desolute
Posted by Captkurt on Sun, 22 Jun 2003 14:37:52 GMT
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The tunnel tutorial I started was never finished because I did not get back a good response when asked if it was needed.
But here is a good alpha blending tutorial at this link
http://www.btinternet.com/~glenn_hunt/alpha/index.html

Subject: C&C Desolute
Posted by Khadman on Sun, 22 Jun 2003 14:42:00 GMT
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what about multi texturing. That tutorial only covers vertex painting.

Subject: C&C Desolute
Posted by Captkurt on Sun, 22 Jun 2003 15:01:18 GMT
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Khadmanwhat about multi texturing. That tutorial only covers vertex painting.

I believe if you turn you object/plane or whatever into a editable mesh, you should have no problems doing the multi textures. but is this really what your wanting to do?

Subject: C&C Desolute

Posted by Khadman on Sun, 22 Jun 2003 15:05:10 GMT
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what im wanting to do is make a tiberium field on my existing grass textured plain and some details like cliffs and the like on it also

---

Subject: C&C Desolute
Posted by Captkurt on Sun, 22 Jun 2003 15:07:15 GMT
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Khadmanwhat im wanting to do is make a tiberium field on my existing grass textured plain and some details like cliffs and the like on it also

I would suggest using multi planes, and just texture each one with the texture your wanting to use, and then weld the planes, and alpha blend, the end results are very sweet.

---

Subject: C&C Desolute
Posted by Ugauga01 on Sun, 22 Jun 2003 15:24:09 GMT
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Use the boolean tool to pic out things out of the ground.

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Subject: C&C Desolute
Posted by Khadman on Sun, 22 Jun 2003 15:48:23 GMT
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thanks ill try that.

---

Subject: C&C Desolute
Posted by Khadman on Sun, 22 Jun 2003 16:34:46 GMT
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Here is another pic

http://www.n00bstories.com/image.view.php?id=1151673095

I shortened the bridge to 1/3 its original length, removed the suspension cables and added a substructure as an alternate route across. Im going to put 4 tunnels in as soon as i learn how to

---

Subject: C&C Desolute

Posted by Cpo64 on Sun, 22 Jun 2003 19:30:40 GMT

Cool, I will miss the suspension cables, but, it is probly better this way.

Subject: C&C Desolute
Posted by Khadman on Sun, 22 Jun 2003 20:43:25 GMT

Just another question... what about spawning points. Do i have to add them to all the buildings?

Subject: C&C Desolute
Posted by Cpo64 on Sun, 22 Jun 2003 21:04:51 GMT

I think the general idea with spawn points is at least 3 per perchase terminal, or that is what I do...

Subject: C&C Desolute
Posted by Khadman on Sun, 22 Jun 2003 21:11:00 GMT

I think 2 per terminal is better because it gives a person more of a chance to respawn in another building quicker. Theres no point in respawning in another building but what the hell.

Subject: C&C Desolute
Posted by Cpo64 on Sun, 22 Jun 2003 21:14:04 GMT

It depends how many people you expect playing your map at once, wouldn't want someone spawning in the same spot. Or there is something in a spawn location, the number of spawners will be limited. If you look on WS maps there are lots and lots of them.

Subject: C&C Desolute
Posted by Captkurt on Sun, 22 Jun 2003 21:30:37 GMT

KhadmanJust another question... what about spawning points. Do i have to add them to all the buildings?

2 to 4 is fine. and yes, I would add them to each building, each PT should have them, I use 4 per and 3 per, just depends.

Subject: C&C Desolute
Posted by Khadman on Sun, 22 Jun 2003 22:55:28 GMT
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I didnt think of the fact that 30 people may be on 1 team, but what are the chances of all 30 dying at once. There are way more than 30 on my map and i doubt that 60 people will play it.

Btw, i just finished a beta for it. The only things that arent complete in it is the pathway under the bridge, the tunnels connecting to it, and the tiberium and other ground textures. If you willing to try it out ill send it to ya somehow... (need a hosting site)

Subject: C&C Desolute
Posted by Captkurt on Sun, 22 Jun 2003 23:02:58 GMT
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KhadmanI didnt think of the fact that 30 people may be on 1 team, but what are the chances of all 30 dying at once. There are way more than 30 on my map and i doubt that 60 people will play it.

Btw, i just finished a beta for it. The only things that arent complete in it is the pathway under the bridge, the tunnels connecting to it, and the tiberium and other ground textures. If you willing to try it out ill send it to ya somehow... (need a hosting site)

This is how I view it. if you have 1 per. and the game engine try's to spawn you to PT 1, but PT 1 is being used to spawn someone else, then it will hold or wait  micro seconds or mill seconnds untill said PT is availble. so if this is correct, then too little spawners will cause some lag, where too many (within reason) will only help the lagg to be less.

Subject: C&C Desolute
Posted by Cpo64 on Sun, 22 Jun 2003 23:14:18 GMT
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Also, when the game loads, everyone spawns at once...
I would like to have a look at your map.

Subject: C&C Desolute
Posted by Captkurt on Sun, 22 Jun 2003 23:55:56 GMT
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Cpo64Also, when the game loads, everyone spawns at once...
I would like to have a look at your map.

Your welcome to download any of my maps, you can get them at the links below. just select the one you want or get them all. there in order of last made to first made map.

## Subject: C&C Desolute
Posted by Cpo64 on Mon, 23 Jun 2003 00:37:25 GMT
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CaptkurtCpo64Also, when the game loads, everyone spawns at once...
I would like to have a look at your map.

Your welcome to download any of my maps, you can get them at the links below. just select the one you want or get them all. there in order of last made to first made map.
No, I was talking about his bata   lol

## Subject: C&C Desolute
Posted by Captkurt on Mon, 23 Jun 2003 00:40:43 GMT
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Cpo64CaptkurtCpo64Also, when the game loads, everyone spawns at once...
I would like to have a look at your map.

Your welcome to download any of my maps, you can get them at the links below. just select the one you want or get them all. there in order of last made to first made map.
No, I was talking about his bata   lol

ok.

## Subject: C&C Desolute
Posted by Khadman on Mon, 23 Jun 2003 01:44:39 GMT
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Heres an ingame pic of the nod base from the GDI side. It makes the base look like a fortress

http://www.n00bstories.com/image.view.php?id=1196667348

As you probably expected, i need some assistence with the Purchase Terminals, the harvester, the WF and AS droppoints, the base defences firing when supposed to, and some "texture not found problems." I dont know how to put on the Pts but i think they are somewhere in LvlEdit. The tiberium texture is coming out as a black patch even though i correctly added the texture to the map. Also, projectiles dont hit the PP for some strange reason. Other than that and a little bit of terrain errors and mistakes, it looks nice.

## Subject: C&C Desolute
Posted by bigwig992 on Mon, 23 Jun 2003 03:09:48 GMT
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I think you should widen the bridge by half of the original size, and defenetly alpha blend alot of

that island, the map looks dull with one texture covering the whole island. I also think you should add tunnels, or another bridge to the map. Other then that, good job.

---

## Subject: C&C Desolute
Posted by Cpo64 on Mon, 23 Jun 2003 03:52:15 GMT
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KhadmanHeres an ingame pic of the nod base from the GDI side. It makes the base look like a fortress

http://www.n00bstories.com/image.view.php?id=1196667348

As you probably expected, i need some assistence with the Purchase Terminals, the harvester, the WF and AS droppoints, the base defences firing when supposed to, and some "texture not found problems." I dont know how to put on the Pts but i think they are somewhere in LvlEdit. The tiberium texture is coming out as a black patch even though i correctly added the texture to the map. Also, projectiles dont hit the PP for some strange reason. Other than that and a little bit of terrain errors and mistakes, it looks nice.
Most the answers to to your questions can be found in renhelp, go to ModX for that.
To get base defences to work you need to have scripts in you mod folder (instructions in renhelp)
The black patch instead of tiberum is because you for got too click the VAlpha, (instructions in renhelp)
The texture problem can be fixed by copying the texture into your mod folder/editor cash folder.

---

## Subject: C&C Desolute
Posted by Falconxl on Mon, 23 Jun 2003 05:28:50 GMT
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You may want to adjust the map to prevent base to base attacks. The ob and ref made inviting targets for point whores

---

## Subject: C&C Desolute
Posted by pulverizer on Mon, 23 Jun 2003 09:06:36 GMT
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Quote: Btw, i just finished a beta for it. The only things that arent complete in it is the pathway under the bridge, the tunnels connecting to it, and the tiberium and other ground textures. If you willing to try it out ill send it to ya somehow... (need a hosting site)

You may upload it on my site if you want, my msn is:

slayer143@hotmail.com

---

Subject: C&C Desolute
Posted by Khadman on Mon, 23 Jun 2003 12:07:47 GMT
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The bases are too far apart for b2b. The artillery and MRLS wont reach unless they go farther up the bridge where they are subjeect to turrt fire from the stationary emplacements.

Thanks slayer  As soon as I fix these problems, ill post it on your site.

---

Subject: C&C Desolute
Posted by Khadman on Mon, 23 Jun 2003 14:00:15 GMT
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Where is this modx?

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Subject: C&C Desolute
Posted by Captkurt on Mon, 23 Jun 2003 14:22:10 GMT
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KhadmanWhere is this modx?

http://modx.the-pitts.net/

---

Subject: C&C Desolute
Posted by vloktboky on Mon, 23 Jun 2003 22:47:03 GMT
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Just a suggestion, but you might want to consider adding a few land ramps on the sides of the islands, and making it possible to cross through the water to get to the other island.  If done right, you can create a back entrance to the bases, adding to the gameplay.

All in all, it looks like a fairly decent map.

---

Subject: C&C Desolute
Posted by xpontius on Tue, 24 Jun 2003 00:51:44 GMT
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Whoa i just took a look at this topic and saw wat appears to be alot like the map I've been working for 3 months almost  in some cases. The islands, the bridge, the other stuff.  What a coincindence
  C&C Pacific is kinda arranged the same way on my map except your islands are a bit different and buildings are too.
uhh heres a link to my early screenies

Pacific SS
The SS are kinda old and my map altered a bit but its the same idea.

Other than that it looks pretty good, I'd like to see wat its like myself.
I mean the similarities lol

Quote:Khadman Posted: Mon Jun 23, 2003 3:07 pm    Post subject:

--------------------------------------------------------------------------------

The bases are too far apart for b2b. The artillery and MRLS wont reach unless they go farther up
the bridge where they are subjeect to turrt fire from the stationary emplacements.

 same here, i dont know about your emplacements too well but i have 2 stationary spawning gun
emps.

Quote:Cpo64 Posted: Sun Jun 22, 2003 10:30 pm    Post subject:

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Cool, I will miss the suspension cables, but, it is probly better this way.
 My bridge aint the same but has walkways above as well as suspension.....wow

Anyways....good luck on the map looks good

---

## Subject: C&C Desolute
Posted by Khadman on Tue, 24 Jun 2003 01:17:16 GMT
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Thats a nice map  I was thinking of putting back ramps on the islands but decided to make a
substructure walkway under the bridge that brokeinto 4 paths that would eventually have tunnels
that come out in key spots on the islands. I think it will have the same effect on adding to the
gameplay and concentrate the gameplay better.