

---

Subject: new renegade map by Xpontius  
Posted by [Killer\\_Bee](#) on Wed, 23 Jul 2003 01:42:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

New map, at <http://nodforum.proboards19.com/>

for the time being, you cant get it anywhere else.

---

---

Subject: new renegade map by Xpontius  
Posted by [Titan1x77](#) on Wed, 23 Jul 2003 07:18:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

noones gonna d-load an .exe

try zipping the .mix up with a readme and post it again...preahps upload it to modx

---

---

Subject: new renegade map by Xpontius  
Posted by [Killer\\_Bee](#) on Wed, 23 Jul 2003 18:08:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

it is a .mix, with a read me, the .exe is a self extractor

---

---

Subject: new renegade map by Xpontius  
Posted by [Imdgr8one](#) on Wed, 23 Jul 2003 19:41:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

and why can't it be zipped than.

---

---

Subject: new renegade map by Xpontius  
Posted by [Titan1x77](#) on Wed, 23 Jul 2003 21:20:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Extracting a .mix isnt all that hard...I think i can handle it

---

---

Subject: new renegade map by Xpontius  
Posted by [Captkurt](#) on Wed, 23 Jul 2003 21:47:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Imdgr8oneand why can't it be zipped than.

---

difference.

---

---

Subject: new renegade map by Xpontius  
Posted by [xpontius](#) on Wed, 23 Jul 2003 22:11:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ehem I guess Kurt and Killer Bee got the new out before me....It is C&C\_Pacific, the map ive been working on the last 3 months (first public map from me). Thx for help people who ever helped me with info on map. Im still working on getting it to new hosts and talking to my webstaff at clan site.

\*edit- Go easy on any problems I might have missed, plz report bugs to me via my email

---

---

Subject: new renegade map by Xpontius  
Posted by [Titan1x77](#) on Wed, 23 Jul 2003 22:18:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

im just saying alot of people dont trust .exe's

I'll d-load it anyway....people would trust a .zip a whole lot more.

---

---

Subject: new renegade map by Xpontius  
Posted by [xpontius](#) on Wed, 23 Jul 2003 22:28:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I used winzip to zip up my MIX and readme. I dont recall using an exe.

---

---

Subject: new renegade map by Xpontius  
Posted by [Titan1x77](#) on Thu, 24 Jul 2003 00:00:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I d-loaded it..!!tried it on with another person.

problems...few VIS errors...check the door ways of buildings

need a vehicle block on tunnels

Base Defenses are useless....need to raise them or lower the hill and center them.

ION can take out Refinery and Airstrip.Space the buildings out

Harvy gets stuck if bumped...need to place pathfind blockers by the ramp near the Tib field.and regenerate pathfinding.

besides those problems I liked it alot...would be a bit better if you could crouch and hid behind the wall on top of bridge...might want to Raise that up a tiny bit.

---

---

Subject: new renegade map by Xpontius  
Posted by [xpontius](#) on Thu, 24 Jul 2003 02:50:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

All right ill alert Killer Bee of my updating then ill get that fixed thx for info.

\*edit- I dont know about the defenses though. I put them there so that enemies would have problems getting in the bases but not be in immediate danger when close by. O and I flew an orca into tunnels all the way to the lab lol....kinda cool but very bad.

---

---

Subject: new renegade map by Xpontius  
Posted by [Titan1x77](#) on Thu, 24 Jul 2003 03:27:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The base defenses could be raised a lil bit by placing it on a platform.

---

---

Subject: new renegade map by Xpontius  
Posted by [gendres](#) on Thu, 24 Jul 2003 03:31:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

its too easy to get in the WF, you need to readjust the defenses position and also, make tunnels waaaay shorter since they are supposed to be a short way for the infantry to walk to the battlefield.

and yes, I did read the Readme file...

---

---

Subject: new renegade map by Xpontius  
Posted by [xpontius](#) on Thu, 24 Jul 2003 03:37:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hmm ok your opinion is heard. I was kinda liking the "Go towards the light" thingy lol ok... But I still dont know about the defenses. I might move the tree away from the AGT so it has a clearer shot in more places. In an apc its just as easy to get in the air tower as it is wf and both infantry on each side will be hit by defenses if they just walked up to weapons.

\*Edit- Could anybody tell me exactly what to do to GDI gun towers? I figured I'd add 1 or 2 by the

GDI entrance but ive had bad past experiences with them. They were kinda dumb and only shot you if you were in certain places.

---

---

Subject: new renegade map by Xpontius  
Posted by [Captkurt](#) on Thu, 24 Jul 2003 03:41:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

xpontiusHmm ok your opinion is heard. I was kinda liking the "Go towards the light" thingy lol ok... But I still dont know about the defenses. I might move the tree away from the AGT so it has a clearer shot in more places. In an apc its just as easy to get in the air tower as it is wf and both infantry on each side will be hit by defenses if they just walked up to weapons. It needs a little bit of work, but I like the way you did some of the stuff you have on it. cool.

---

---

Subject: new renegade map by Xpontius  
Posted by [xpontius](#) on Thu, 24 Jul 2003 03:53:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well I tore out the old tunnels all except for the lab tunnel leading away from the bridge...It would stick out of the ground if i altered it. To make it 5 times shorter Im just making the tunnel perpendicular to the big concrete walls by the entrance.

---

---

Subject: new renegade map by Xpontius  
Posted by [xpontius](#) on Thu, 24 Jul 2003 19:08:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ive done the following-

1. Rerouted tunnels to be the shortest length possible between both Nod and GDI tunnel entrances
2. Rearranged Nod base terrain so Ref is farther from airstrip (VIS and Pathfinding im doing today for that)
3. I raised the concrete walls on top of bridge so when you do crouch only a bit of your head is showing.
4. Included dsapo pathfind blockers at tib island and off the side at bridge entrances so harv cant be pushed under the bridge from the bases.
5. Added 2 guntowers (But I still need some advice if any on what to do other than just addin M00 base defense to the guns- they seem, well, confused when i drive up to them.

It should all be updated tomorrow

---

---

Subject: new renegade map by Xpontius  
Posted by [Titan1x77](#) on Thu, 24 Jul 2003 21:14:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Just add the 00 base defense scipt to them....also use the new model that is found in the always2.dat

Like the ones found in Glacier Flying.

I beleive the model will load from the always.dat anyways...so dont worry about what it looks like in commando.

ACK might be able to confirm or give more info on what i just said.

---

---

Subject: new renegade map by Xpontius  
Posted by [xpontius](#) on Thu, 24 Jul 2003 22:54:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok

O and one more last minute question, I've never seen the LE versions of any other map where the pathfind blockers were used. So before my VIS is finished and I rezip the updated version, I'd like to know if the blockers will block tanks, characters, etc. In LE the green boxes are physically blocking so i just wanted to know if it would do that in game.

---

---

Subject: new renegade map by Xpontius  
Posted by [xpontius](#) on Thu, 24 Jul 2003 23:15:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok

O and one more last minute question, I've never seen the LE versions of any other map where the pathfind blockers were used. So before my VIS is finished and I rezip the updated version, I'd like to know if the blockers will block tanks, characters, etc. In LE the green boxes are physically blocking so i just wanted to know if it would do that in game.

---

---

Subject: new renegade map by Xpontius  
Posted by [Titan1x77](#) on Fri, 25 Jul 2003 03:46:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

they are just Pthfind blockers...they block the pathfinding so the harvy doenst go there...doesnt block charcters or vehicles unless they are bot's

---

---

Subject: new renegade map by Xpontius  
Posted by [Infinint](#) on Fri, 25 Jul 2003 05:28:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ohh so thats how you do it (im feeling stupid now) where can i find pathfind blockers in the presets?

---

Subject: new renegade map by Xpontius  
Posted by [xpontius](#) on Fri, 25 Jul 2003 18:59:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If you havnt found them yet infinint, I got mine from Editor Objects> editor only objects and their u get small, medium, and large blockers.

---

Subject: new renegade map by Xpontius  
Posted by [Jaspah](#) on Fri, 25 Jul 2003 22:16:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Attach this script to the Towers,

M05\_GDI\_Gun\_Emplacement

I think.

---

Subject: new renegade map by Xpontius  
Posted by [xpontius](#) on Fri, 25 Jul 2003 22:44:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I cant seem to find anything that starts with a G under M05

---

Subject: new renegade map by Xpontius  
Posted by [Jaspah](#) on Sat, 26 Jul 2003 00:43:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

There should be a Nod one, Look at that one and subsitute the Nod For GDI.

---

Subject: new renegade map by Xpontius  
Posted by [xpontius](#) on Sat, 26 Jul 2003 20:52:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok I finished doing updates for all the problems that I remembered to do. Killer Bee (pending) and

---

Dantes mod exchange have my new version, so I think its safe to say that you cant fly orcas into the tunnels anymore. (.It better not at least)

---