Subject: C&C Metropolis is finished.
Posted by Aircraftkiller on Tue, 02 Sep 2003 09:32:45 GMT
View Forum Message <> Reply to Message

http://www.cncden.com

Subject: C&C Metropolis is finished.
Posted by Demolition man on Tue, 02 Sep 2003 10:10:56 GMT
View Forum Message <> Reply to Message

http://www.google.com

Subject: C&C Metropolis is finished.
Posted by Titan1x77 on Tue, 02 Sep 2003 10:45:06 GMT
View Forum Message <> Reply to Message

wow ack..very nice work.

After mars and snow this is a great follow up...now this is a good map.

Will have this up on renbattle tommorow...can't wait for 34 players on this map!

Subject: C&C Metropolis is finished.
Posted by Xtrm2Matt on Tue, 02 Sep 2003 15:23:10 GMT
View Forum Message <> Reply to Message

Demolition manwww.google.com

roflmao

Subject: C&C Metropolis is finished.
Posted by KIRBY098 on Tue, 02 Sep 2003 17:16:35 GMT
View Forum Message <> Reply to Message

What are the drivable vehicles that Lion was talking about?

Subject: C&C Metropolis is finished.
Posted by Aircraftkiller on Tue, 02 Sep 2003 17:48:14 GMT

<>

Civilian automobiles.

Subject: C&C Metropolis is finished.
Posted by **KIRBY098** on Tue, 02 Sep 2003 17:50:39 GMT
<>

One other question:

Are the lightning strikes damage causing or merely eye candy?

Looks like another good product.

Subject: C&C Metropolis is finished.
Posted by **dragonfire** on Tue, 02 Sep 2003 23:22:01 GMT
<>

Lightning strikes!? This maps gonna rock. What kind of civilian automobiles are there?

Subject: C&C Metropolis is finished.
Posted by **Sk8rRIMuk** on Tue, 02 Sep 2003 23:25:42 GMT
<>

dragonfireLightning strikes!? This maps gonna rock. What kind of civilian automobiles are there?

Sedan and Pickup truck.

Subject: C&C Metropolis is finished.
Posted by **m1a1_abrams** on Wed, 03 Sep 2003 00:40:30 GMT
<>

Titan1x77wow ack..very nice work.

I agree. I've been waiting for a good urban map like this   The original Metro was a bit small, and City/City Flying was a fun map to play on, but it just didn't feel like you were in a real city. This map does.

Subject: C&C Metropolis is finished.
Posted by **dufis791** on Wed, 03 Sep 2003 03:36:02 GMT

y cant there be one file that includes all the maps? its a pain in the butt to find all the maps and get them indevidually....

Subject: C&C Metropolis is finished.
Posted by npsmith82 on Wed, 03 Sep 2003 04:22:42 GMT

ACK, pretty nice map.

Nice lighting, map layout and nice touch with the civy vehicles.

I've one thing i don't like... the walls surrounding each base, they're horrible - just a flat plane mesh with a texture. ACK seriously, i know you're capable of more, much more!

Why not port the walls from C&C_Metro and use those instead? It'd make a huge difference.

Keep the maps comin', we appreciate it.

Subject: C&C Metropolis is finished.
Posted by Aircraftkiller on Wed, 03 Sep 2003 04:26:40 GMT

They're meant to look horrible - it's a city, not an arboretum or a painting hall. I didn't put any detail into them beyond graffitti and some assorted signs. Trying to keep the polygon level down, too.

In addition to that, the Max file corrupted so I couldn't really add anything if I wanted to... not without having to import the W3D and add materials and textures again for the entire level.

Subject: C&C Metropolis is finished.
Posted by m1a1_abrams on Thu, 11 Sep 2003 07:33:06 GMT

ACK, I looked for the topic where you explained this but I couldn't find it, so I've put it here instead of starting a new thread. I deleted the old scripts.dll from Basin and I can now get out of the GDI Construction Yard using the lift, but I'm still falling through the floor of the Nod Con Yard

---

Subject: C&C Metropolis is finished.
Posted by Aircraftkiller on Thu, 11 Sep 2003 08:38:07 GMT

---

1. Go to http://www.cncden.com/ren_ackmaps.shtml, download the latest version of C&C_Basin (NOT TS) and then proceed to go to your Renegade\Data directory. Delete the C&C_Basin.thu file and overwrite the C&C_Basin.mix file with the one located in the *.zip file you downloaded.

2. Scripts have nothing to do with this.

Subject: C&C Metropolis is finished.
Posted by m1a1_abrams on Thu, 11 Sep 2003 12:00:55 GMT
View Forum Message <> Reply to Message

Thanks for the instructions but even though I did what you said, there's still no floor in the Nod Construction Yard. When you walk through the door you just fall through, and if you spawn inside the Con Yard, you can't get out. It's the same in Mars, Metropolis and Basin TS, although regular Basin works fine for some reason. What is the problem anyway?

Subject: C&C Metropolis is finished.
Posted by Aircraftkiller on Thu, 11 Sep 2003 12:11:11 GMT
View Forum Message <> Reply to Message

Then just delete Basin. The problem is too complicated to explain in a fashion that you would understand.

Subject: C&C Metropolis is finished.
Posted by m1a1_abrams on Thu, 11 Sep 2003 23:21:31 GMT
View Forum Message <> Reply to Message

Erm ok then, thanks for your help.