
Subject: C&C FieldTS Released
Posted by [Aircraftkiller](#) on Sat, 29 Nov 2003 02:55:38 GMT
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Subject: C&C FieldTS Released
Posted by [Havoc 89](#) on Sat, 29 Nov 2003 03:44:08 GMT
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amazing is all i have to say, everything looks way better. Great job ack.

umm i was able to jump off the waterfall. is that supposed to happend?
and did u perposely remove that barrier to get inside the weapons factory from the side?

Subject: C&C FieldTS Released
Posted by [flyingfox](#) on Sat, 29 Nov 2003 04:08:00 GMT
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It's a good map & it's great to be able to get to the base defences from underground up. Makes a good change & I really hope loads of people download it.

Subject: C&C FieldTS Released
Posted by [Aircraftkiller](#) on Sat, 29 Nov 2003 05:07:50 GMT
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I said I removed all the blockers preventing access to the base, which was a major factor in why it turned into a huge stalemate most of the time. Under is the same way.

Jumping off the waterfall ledge, yes, that's intended. It's suicide to be on that ledge when someone is attacking you, especially a tank, because you can't get off of it unless you go back up to the waterfall or go down to the exit.

Subject: C&C FieldTS Released
Posted by [Sk8rRIMuk](#) on Sat, 29 Nov 2003 13:31:30 GMT
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Been playing this a lot and I thing those changes make it a lot better on the whole. The waterfall caught me out the first time and the second and... I guess I better get used to turning better there

The joint buildings and removed barriers now make this map a good choice for inf wars. The map looks all together more "fielddy" than before.

Let us also no forget the dedications, and read the readme document.

Altogether great work ACK, another great TS release.

Subject: C&C FieldTS Released
Posted by [Fabian](#) on Sat, 29 Nov 2003 15:27:00 GMT
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the lighting on the map doesnt seem to be designed for the daytime. the sky is clear and bright, but parts of the field are dark and shadowy. the backdrop texture is, again, designed for a dark level...it just doesnt seem to fit. but i do like the new buildings, and the underground tunnels.

Subject: C&C FieldTS Released
Posted by [Aircraftkiller](#) on Sat, 29 Nov 2003 17:57:43 GMT
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Textures usually aren't made for a light factor... That mountain backdrop is an example of one that wasn't made for darkness.

Well, parts of it are covered in darkness... Why? Because that's what shadows are... Ever been outside before?

Subject: C&C FieldTS Released
Posted by [Fabian](#) on Sat, 29 Nov 2003 19:25:29 GMT
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:rolleyes: yes...i know what a shadow is...

but those shadow's are far too defined for a clear and sunny day.

Subject: C&C FieldTS Released
Posted by [Aircraftkiller](#) on Sat, 29 Nov 2003 20:14:13 GMT
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No, not at all... It's not a clear day, it's clouded over a bit, and the sun is behind the mountains... So you tell me where the sun is going to shine through the large mountains and I'll make it nice and bright throughout the entire thing. :rolleyes:

Subject: C&C FieldTS Released

Posted by [SuperFlyingEngi](#) on Sat, 29 Nov 2003 20:35:14 GMT

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Awesome map, ACK. But the real question is, why didn't westwood just make all the maps like this in the first place? Two story buildings are so much better. Anyway good work.

Subject: C&C FieldTS Released

Posted by [kopaka649](#) on Sat, 29 Nov 2003 21:35:43 GMT

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the reason: ea rushed them

Subject: C&C FieldTS Released

Posted by [Cpo64](#) on Sun, 30 Nov 2003 05:04:22 GMT

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Not at all, they decided to remove the second story for gameplay reasons, all the second story buildings were done before the single story buildings.

Subject: C&C FieldTS Released

Posted by [Aircraftkiller](#) on Sun, 30 Nov 2003 08:37:48 GMT

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No. Wrong. Completely wrong.

They weren't used because of time constraints. Instead of making all the extra things necessary for a level that has two floors for almost every structure, Westwood had to remove the second floors and leave only the top. Half-assed release, that's all.

Subject: C&C FieldTS Released

Posted by [Cpo64](#) on Sun, 30 Nov 2003 10:39:40 GMT

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Hmm...

But they were and are finished other than the lighting.

They were removed because someone decided it would make the maps too massive, and people would spend more time running around underground than they would playing the game.

Subject: C&C FieldTS Released
Posted by [flyingfox](#) on Sun, 30 Nov 2003 14:55:34 GMT
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^^

Subject: C&C FieldTS Released
Posted by [Jaspah](#) on Sun, 30 Nov 2003 14:59:42 GMT
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Cpo64Hmm...

But they were and are finished other then the lighting.

They were removed because someone decided it would make the maps to massive, and people would spend more time running around underground then they would playing the game.

That was probally the same guy who said redo all the models. That's probally why they were late making the game.

Subject: C&C FieldTS Released
Posted by [Aircraftkiller](#) on Sun, 30 Nov 2003 18:17:16 GMT
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Cpo64Hmm...

But they were and are finished other then the lighting.

They were removed because someone decided it would make the maps to massive, and people would spend more time running around underground then they would playing the game.

:rolleyes:

Once more:

Quote:No. Wrong. Completely wrong.

They weren't used because of time constraints. Instead of making all the extra things necessary for a level that has two floors for almost every structure, Westwood had to remove the second floors and leave only the top. Half-assed release, that's all.

Read. Pay attention. Or don't reply.

Subject: C&C FieldTS Released
Posted by [Cpo64](#) on Sun, 30 Nov 2003 23:53:50 GMT
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I did read your post, maybe you should read mine...

If you did not notice, I am dissagreeing with you.

This matter has been disscused before, I made nearly the exact same post, and you agreed with me, why do you now change your point of view?

Subject: C&C FieldTS Released
Posted by [Aircraftkiller](#) on Mon, 01 Dec 2003 00:38:00 GMT
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I don't care if you disagree with me or not, you're going to tell me that what I saw when working with WS was the complete opposite of what it really was? Why don't you just say "I disagree with the notion that the sky is blue?"

I know exactly why things happened the way they did because people who developed the game would speak with me on a daily basis and give the rationale as to why the game turned out to be less than it was intended to be.

There you go.

Subject: C&C FieldTS Released
Posted by [Cpo64](#) on Mon, 01 Dec 2003 01:19:56 GMT
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Whatever...

Who realy gives a shit? :rolleyes:

Subject: C&C FieldTS Released
Posted by [Aircraftkiller](#) on Mon, 01 Dec 2003 01:34:52 GMT
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You do, as you spent a good deal of time arguing with me until my previous post.

Subject: C&C FieldTS Released
Posted by [Cpo64](#) on Mon, 01 Dec 2003 01:48:25 GMT
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Fine yes, I cared ever so deaply, and now, I have givein up... you win, go dance around the room in victory or whatever you do perfer to do...

Subject: C&C FieldTS Released
Posted by [Aircraftkiller](#) on Mon, 01 Dec 2003 03:43:59 GMT
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There's no need. You were wrong, you threw a hissy fit when I proved it, now you're attempting to act like you're superior to me because of your lack of knowledge and wealth of assumptions.
