

CDV Board - to anyone with experience making campaigns...  
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- Sudden Strike II (<http://www.cdv-board.de/english/forumdisplay.php?forumid=7>)  
-- to anyone with experience making campaigns...  
(<http://www.cdv-board.de/english/showthread.php?threadid=19047>)

Posted by panzershreck on 08-09-2003 12:40 AM:  
to anyone with experience making campaigns...  
is there a limit against the size of maps in a campaign? im having some major trouble with a 512x512 map in a test campaign of mine which crashes the game (and computer) everytime i hit continue...

Would it have to do with the amount of RAM? because my computer only has 256mb sdram...

---

Supporter of the World at War series

my Desert Storm II series for Modern WAW 1.2:  
download  
my original Operation Desert Storm for WAW 3.2:  
download  
Sp00ky's Anzio Final:  
download  
Sp00ky's Sp00kygrad:  
download

Posted by Born Acorn on 08-09-2003 12:45 AM:  
umm, I know this is slightly OT but could you put up the Spookygrad mission for download in your sig?

---

Every RTS fan who knows his stuff will have heard of, if not played the hell out of Total Annihilation. Many (including myself) believe it to be the game that defined the RTS genre and it really did set the standards for other games to aspire to.

Posted by panzershreck on 08-09-2003 01:01 AM:  
not sure if it's the final Sp00kygrad...

anyone who knows might want to make sure...

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Posted by Born\_Acorn on 08-09-2003 01:02 AM:  
it is, berlin is in the making

---

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Posted by panzershreck on 08-09-2003 02:37 AM:  
as a side note and to get back on topic...

to all campaign makers:

when entering the map information for your campaign "info.txt" file:

when using one map for multiple missions: map #, mission # (ex: 001 0)

when using multiple maps but only one mission per map: map # (ex: 001) and thats it

if your ever entering the "set next mission to \*blah" and the \*blah remains blank as if you never entered a map & mission number, then dont worry, its entered and works...

now if only i could find out why a 512x512 map crashes campaigns...

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Posted by sake on 08-09-2003 03:45 AM:  
Re: to anyone with experience making campaigns...  
quote:

Originally posted by panzershreck  
is there a limit against the size of maps in a campaign? im having some major trouble with a 512x512 map in a test campaign of mine which crashes the game (and computer) everytime i hit continue...

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The best mapmakers from Russia, after MANY test said, that campaign's maps can be only 128x128 and 256x256 . For unkown reason bigger maps ALWAYS causes crash. May be you should make single missions type of campaign?

Posted by mattyb on 08-09-2003 08:33 PM:  
hi,  
great to see some others trying campaigns!

the only problem with campaigns is that you CANT do 512\*512 maps missions....

i dont know if its a bug in the code or cdv stopping people using the full potential of the editor... i hope it;s the first!!

In terms of missions i dont know yet, i have done 5 in a row so far... looking when you save a mission in the editor, each map can have 15 missions...maybe thats the limit...

Posted by Sp00ky on 08-09-2003 08:47 PM:  
im doing a 512 map that will house 4x256 missions. have not tried it yet so cant report.

---

Fuuck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by panzershreck on 08-09-2003 08:48 PM:  
15 missions for one map in a campaign?

surely the map would look like the moon by the 15th...

should work perfectly Sp00ky

---

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download

Posted by von erik on 08-10-2003 12:55 PM:  
quote:

Originally posted by panzershreck  
15 missions for one map in a campaign?

surely the map would look like the moon by the 15th...

should work perfectly Sp00ky

It won't.. Every new mission is loaded on the mapfile thet waay ti was, not how the game left it..

So watch out with overlapping area's, i had this in ssf..  
You ended in a small town.  
It was totally destroyed of course, then when the second mission started, it was  
rebuild again..  

---

"dulce et decorum est pro patria mori."

Posted by Sp00ky on 08-10-2003 01:33 PM:  
@VE

Yeah we have discussed this b4 havnt we. I made sure there is no overlap on this  
one except for a bridge or 2

---

Fuuck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

Posted by von erik on 08-12-2003 07:16 PM:  
Cool, looking forward to it..  

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"dulce et decorum est pro patria mori."

Posted by Sp00ky on 08-26-2003 07:40 AM:  
I just found out you cant span a bridge from one campaign to another. Any object  
that even pokes it's toe outside the boundry is deleted.

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Fuuck Politics...Lets RIOT!!!

Conventional weapons cannot Kill Me.

All times are BST +1 hour. The time now is 04:51 PM.  
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