
Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Sun, 01 Dec 2002 15:07:00 GMT
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xBlackopp:oh well...u basically have an arena, with 2 sides, and in the "center" a neutral zone, which isnt that neutral at all You'd have all kinds of objects to hide behind, like walls with holes in em etc... You'd have to return to your own "base" to reload ur ammo and health.If possible, there should also be an object in the bases that, if destroyed, will earn the enemy a lot of points, but this object should return after destruction...ow and the arena should be pretty dark. dark walls etc. but with lots of "ligts" (animated?)Sounds interesting....and challenging I'll start working on it. You have AIM, MSN or ICQ?You'll never finish it, so why are you even bothering? Go finish one of the other maps you promised to give, but failed to show.Want to bet it?Why do I need to bet?Lets list what you've promised and failed to deliver:Project ZeRoThe Seasons modificationParkRefinery DMAntarcticaAnd some others I can't remember...C&C Park - Done - gMax File Corrupted.C&C Antarctica - Done, and already in MIX.C&C Sean Battle - Done, and already in MIX.C&C Snow Maze - Beta Testing.C&C Town - gMax modeling.C&C Refinery DM - Didn't like it, I throwed it into Recycle Bin.C&C EarthQuake - Oh...more info soon C&C DogFight - First real open aircraft DM map.
