you know what...i actual have a map i was making just like this... except it has sea units aswelll.... but no-one really cared so i stopped production of it... the aircraft carriers were lined with rocket/cannon/mgun emplacements... maybe i should finish it... i had everything worked out... i had orcas and apaches respawning... though the a-carrier wasnt textured... and i also didnt finish because i didnt have anymore models... and im not a good modeler... and i had underwater vehicles working... and above water vehicles working... the aircraft-carriers were actual buildings too... but i had no pts... so i spawned all my weapons in the control towers... later i was gonna add a beach so that half the team fought carrier to carrier, and the other half faught on land...the vehicles consisted of:GDI-------4 Orcas that spawn in the hull of the carrier1 Transport Helicopter that spawns on the top of the carrier1 underwater orca that spawns in the hull of the ship1 Orca Bomber that spawns next to the transport heliNod-------4 apaches in the hull1 transport heli on the carrier1 underwater apache in hull1 stealth apache on the carrierBoth-------4 emplacementsya think i should finish it? [June 11, 2002, 02:40: Message edited by: Zavian]