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Subject: Roleplay Map

Posted by [Blazea58](#) on Mon, 29 Nov 2004 05:38:38 GMT

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Quote:I know this is a stupid, spam LIKE topic but...

Does anyone know anything secret about the Roleplay map. I have heard of a (unconfirmed) account of a MCV and guard dogs just beyond the maps barrier. Can anyone confirm this?

No this is just a rumor you or a buddy of yours made up so you would be forced to play the map weather you like it or not lol.

I dont know where this rumor started but i sure as hell dont have the experience in Level edit to even put an mcv , or attack dogs on a map.

Quote:its a crap, but fun map!

Yes it was crap also in my opinion, but i just kept going on and making it until i finally said hell ill just release this map.

Quote:I dislike that map, its too big... Mainly why I dislike renalert maps

Yea the map was very large , but it was for a few good reasons. The major reason was to keep the fps up, the second reason was to keep people busy with finding new places to go, the third reason was because i always liked doing stunts on maps, so i wanted alot of terrain.

Anyways, this map was more of an experiment to see what i could pull off. Now that alot of time has passed and i have learnt just about all i need to know about mapping, i have started yet again on another roleplay based map, this time being based from Gta san andreas.

Progress is already going well, and i have got it all planned out so it doesnt become the worlds most boring roleplay map lol. The new roleplay map will not just have one crappy road, it will have a full setup of roads all interconnecting. Also yes this will be another large map, but this time the space will be filled up, with over 100 buildings and over 20 structures to enter.

And no there wont be no mcv's with attack dogs gaurding them lol.

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