
Subject: Re: C&C_Rome

Posted by [JRPereira](#) on Wed, 18 Jan 2006 23:36:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, while I have no official plans to do a new map yet, I've been toying with the idea of at least building a "rome pack" gmax file to contain objects I might use in a Pompeii type regular cnc mode map. This is a new column design to replace the blocky old one. Rings in at about 140 polys, uses the same texture that the old columns used. It stands 7 or 8 units tall (evil memory is against me today).

If I go get a decent rome pack going and still don't feel like making a map based off of it, I'll release the pack to the public.

File Attachments

1) [romepillar.jpg](#), downloaded 450 times

