
Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [JRPereira](#) on Sat, 10 May 2003 16:10:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

With the popularity of the map, I'm pretty sure there's going to be a Haunted House 2 - an extension and improvement over the first map. Below's a list of some of the things I've done:

- Replaced the dsapo swing lights in the computer room with mounted ceiling lights
- Replaced the dsapo tables in the computer room with new tables.
- Modified some of the computer monitors in the computer room
- Added cases for the computers in the computer rooms, better textures pending.
- Added lights to the tunnels behind the computer room and to the former nod PT area
- Added an elevator shaft branching off the tunnel behind the computer room
- Started a small containment/jail area branching from the bottom of the elevator shaft
- Remodeled the tents in the GDI camp

The elevator in the shaft won't actually work due to lag concerns, it's surrounded by thick glass walls and a ramp going around it. You will be able to enter the elevator though with a key, to pick up some powerups.

Here's a screenshot of the improved tents in the GDI camp, I'll get other screenshots later.

<http://pjrj.unleashed.ws/gamemods/hauntedhouse/v2work/newtents.jpg>
