Yes, I'm finally cracking down in Renx as I speak. I'm posting no pictures, but I'm giving the details of it.

tankkiller on previous topicI have the same basic concept in the map i'm making. Rocketeers replace the shotgunners (rocket officers/gunners have little stronger ones.) The rocket launcher also gets a high medium homming ablity. The grenades now have wider splash damadge. The flamethrower gets a slightly stronger flamethrower.

The repair gun only heals buildings, infantry depens on the refill, and vechs can only repair at the repair pad. The minigun gets more power, but now has a 30 round clip (same applys to laser rifle and tiberium fettee gun, but get a 50 round clip.) The sniper rifles are now useless agaist aircraft. The ramjet gets a longer reload.

All aircraft now has fuel. You must refuel at the helipad, or that craft will just fall and blow up, killing you. You get 15 minutes of fuel. If this happens you can escape your uncertain fait by exiting the air craft, a parashot will deploy, sparing your life.

More detials!
 This a circllaur map like C&C_mesa, It now has destroible base walls and AI civials fighting each other! One side of the river fights the other and players! The bridge is even destroible!

Thats about and more. But here is a great question, how do you do a texture effect that looks like flowing water?

Thanks