
Subject: Re: C&C_Mario64

Posted by [havoc9826](#) on Sun, 12 Aug 2007 02:54:56 GMT

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IronWarrior wrote on Mon, 06 August 2007 21:47 GrayWolf wrote on Mon, 06 August 2007 22:26
have it all finished now what should I do?

I tryed adding bases to the map but its really hard to make both sides fair so thats not going to work. Should I just make some weapon spawn and increase the units jump ability and the units speed a tad bit and release it or what?

Add a Barracks/Hand of Nod and a REF for both sides.

Fair, buildings are small enough to be put somewhere.

Lets get it on!

Or empty map to be made into a deathmatch.

Or do two versions.

Instead of actual buildings, maybe you could do something like some other mapper did, and use crates as the buildings and PTs. You could use yellow/red switch blocks as team PTs and stick them next to a blue (barracks) and green (refinery) switch block or something. Just stick textures over the [19_crate_side.dds 19_crate_side2.dds 19_crate_sm_128.dds 19_crate_top.dds] crate or the [cht_cbox_4.dds] crate or the [dsp_woodworld.dds] crate. Not sure how you'd deal with an MCT or any kind of repairs to that, but it would at least look like it belongs there. Just throwing the idea out there. Whatever you choose to do, it'll be fine

Anyway, you can find a download for high-res Mario 64 textures here, and another thread at emutalk.net has some switch blocks on here. You can probably find more texture packs if you search those fourms.
