ok i got the "maze part" figured out now all i need to do is make it looke more realistic add some cool shit to it like texture and fix it up a bit but in my opinion it will be a great looking map/co-op blah.blah.blah.

+ I need to do a bunch in LE (ai bots, spawnpoints, weather, sounds, waypoints, scripts)

so dont excpect this soon but if you would like to kindly test my beta map and tell me what you find wrong and glitches and so i will be more then happy to fix it

ohh and i need a couple request who has some "cool" german sounds... like i have no idea about any germen and i dont want to add some insulting stuff so i am asking for your cool for some mp3 or wav files with german music, or sound affects, voices, speaches...

thank you very much here is ss tell me what you think of it now and if i add some more stuff...

one more request who knows were to get a big bunker like di3 used in his map and were to get some cool w3d/model stuff to add to the map like those tank blockers and so on. If some one has them or can make them i would really apreciate it thank you for reading this and your time

i know you cant tell much with out the texture but this is what ive been doing latly hope you like it.

BTW: if some of you are wondering what i am basing this map on it is a movie called "Saving Private Ryan"

Good-One-Driver wrote on Mon, 12 October 2009 22:46BTW THESE ARE THE NAME I CAME UP WITH TELL ME WHAT YOU THINK
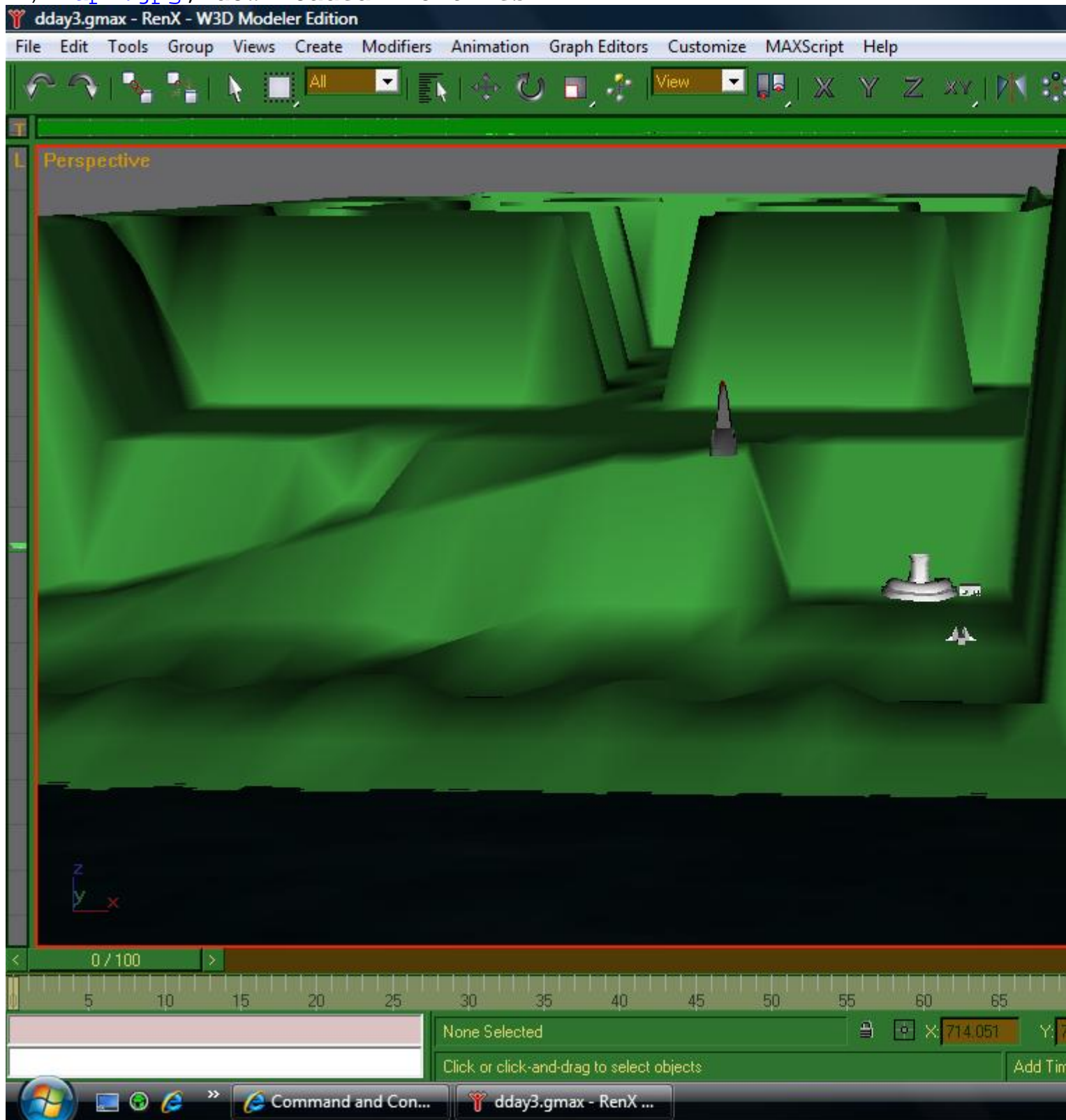
C&C_Allied_Assault.mix
C&C_Saving_Private_Havoc.mix

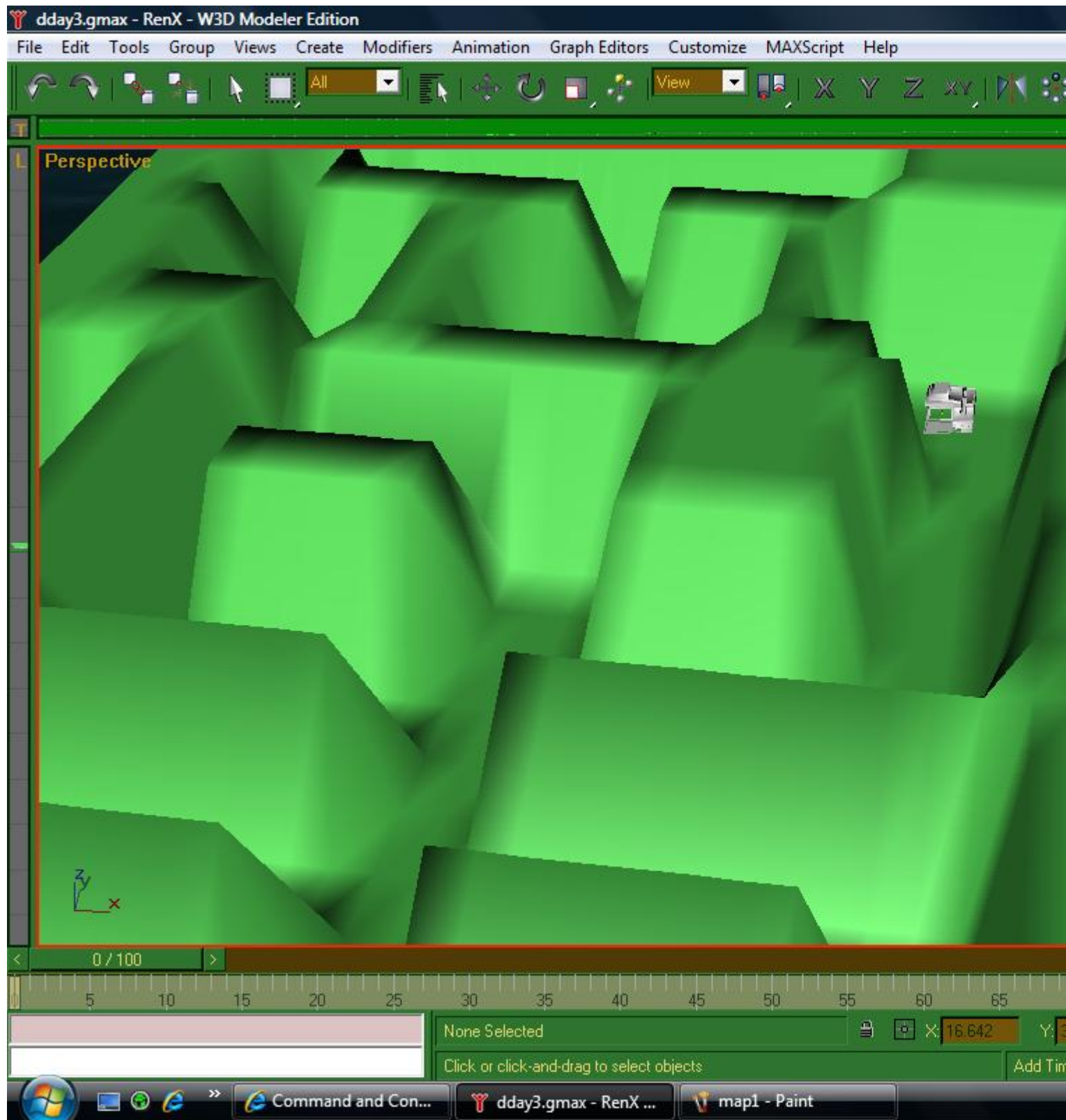if you come up with some better ones please tell me.
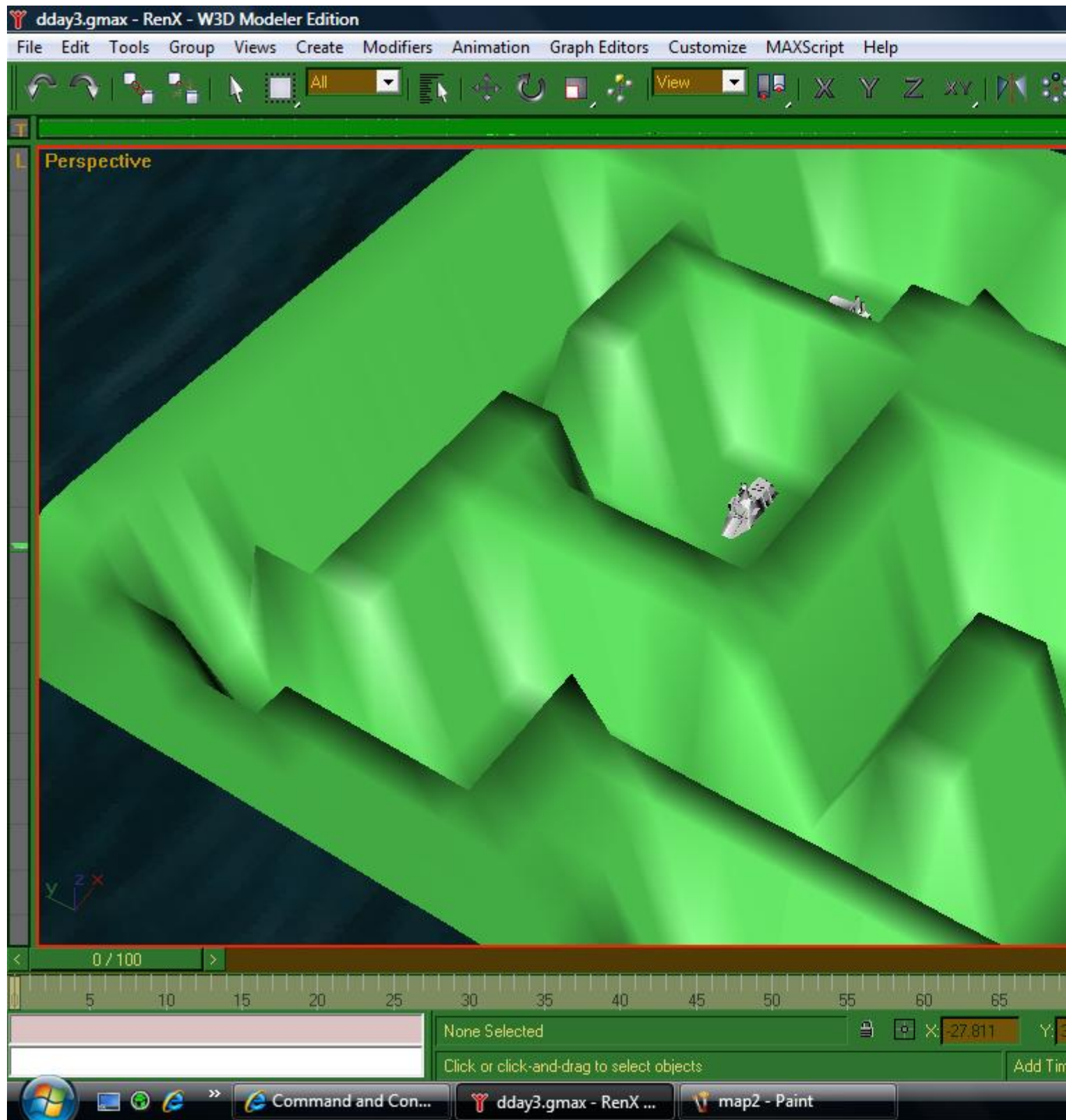
thank you

File Attachments

1) map1.jpg, downloaded 718 times

2) map2.jpg, downloaded 727 times

3) map3.jpg, downloaded 721 times

4) hax0r03.gif, downloaded 588 times

I rAnK 5th oN teH sErVer!!