
Subject: C&C_CaptureTheBunker Beta
Posted by [rrutk](#) on Tue, 27 Sep 2011 18:23:43 GMT
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Here is C&C_CaptureTheBunker Beta

edit Final:

http://www.renegadeforums.com/index.php?t=msg&goto=456419&rid=22815#msg_456419

Still one problem:

Two textures are visible in LevelEdit and included in the *.mix.
But they are missing, if I load the map in Renegade.
Dunno why...

This needs to be fixed.

And I will insert a mesh for using the stairs in the little room comfortable.

Someone who is rly firm with making maps, e.g. ACK, is allowed to improve it, if interessted...
I've no idea about lightmapping, VIS and stuff...
Will give out Level file then.

C&C_CaptureTheBunker

Version: Beta 1.0

The map presents an old, never used westwood SAM bunker.
This map offers a special game mode. It's a combination between Team-Deathmatch and CnC-Mode:

A GDI raid (commando) attacks the lower entrance of a NOD SAM-Bunker.
Theire mission is to destroy the SAM located at the highest floor.
GDI supplies are available from there APCs only (PT's are there).

Nods mission is quiet clear: defend the SAM at all costs.
Nod have PTs located within the facility.

GDI wins, if they destroy the SAM (building amoured).

Otherwise the decision is made by team deathcount (1000).

Have fun!
rrutk

Pictures: