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Subject: C&C\_Dockside

Posted by [Reaver11](#) on Fri, 03 Aug 2012 20:05:45 GMT

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One of my older ideas was to incorporate a railway into a renegademap. However my earlier maps didn't work out the way I wanted them to so I redesigned the idea and I'm wondering what you guys think of it.

The map is nearing completion!

Only one thing remains does anyone know a way to setup a scriptzone that only allows one objectID to physically go through it?

And I want to know what you guys think of it so I can improve the map before releasing it.

The Idea is that it is a fast rush map.

Base defenses are basically only there to kill single wandering souls.

Story behind the map is that a leaking liquidtiberium train transport infested a abandoned dock/harbor with tiberium and that leaves GDI and Nod fighting over the rampart growing tiberium. Polygon count of the map is 48068 with collision zones.

Currently there are two trains setup one with cargo and one without.

There are also some civilian vehicles setup to drive over the bridge in the infantry only space.

The train/cargo model I currently use is a temporary model.

Now onto some screenshots!

LE Top en Front view ->

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In game screenshots ->

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