Posted by Naamloos on Mon, 05 Jul 2004 11:00:41 GMT
View Forum Message <> Reply to Message

Lol, the funny thing is is that I am planning to do this, im trying to make assault maps out of most SP missions, and im not just copying everything, im only using a W3D file of the maps that are already in Level Edit.

I am now working on that prison map, the one with the bio lab and stuff.

Barrels can be destroyed, C&C style   in that map, GDI captured the prison and must destroy "something" that is all the way down inside the bio lab, Nod has bots, base defences and weapon and ammo spawners are all over the map, only weapons like ramjet(n00b cannon) are in secret spots.

But when looking at something that has over 20000 poly`s, the FPS drops... but my PC sucks so i think it won`t happen on beter PC`s

So don`t make assault maps out of them! I wan`t to do that! :twisted: