Subject: Counterstrike Map Posted by Anonymous on Sun, 21 Apr 2002 01:15:00 GMT View Forum Message <> Reply to Message

I have never made a map, but I have an idea that I would LOVE to see go through. How about a map from a counterstrike map? I was thinking de_dust, with both bases in the Terrorist/Counter-Terrorist areas respectively. The map would have to be scaled larger, of course, with tanks fitting in the main hall way. Whatcha think?

Subject: Counterstrike Map Posted by Anonymous on Sun, 21 Apr 2002 01:18:00 GMT View Forum Message <> Reply to Message

lol, that would be weird

Subject: Counterstrike Map Posted by Anonymous on Sun, 21 Apr 2002 01:20:00 GMT View Forum Message <> Reply to Message

that was wierd i just posted something on cs rats maps while you did that...

Subject: Counterstrike Map Posted by Anonymous on Sun, 21 Apr 2002 01:33:00 GMT View Forum Message <> Reply to Message

lol, strange

Subject: Counterstrike Map Posted by Anonymous on Sun, 21 Apr 2002 05:37:00 GMT View Forum Message <> Reply to Message

That would be ghey...much like CS

Subject: Counterstrike Map Posted by Anonymous on Sun, 21 Apr 2002 05:52:00 GMT View Forum Message <> Reply to Message

lol.. De_dust sucks...!!but hay arent people getting tired of realistic mods.??terrorst vs some sort of special forces. duh.that kind of mod is allmost for EWRY game.Half-life - CounterstrikeUnreal Tournament - Tac Ops (much much better than CS) loland im quite sure, theres goin to be some **** like that for renegade to.why not create something original?instead of just copying other peoples mod and maps.well i garentie my maps. and my mod.im working on at the moment will be original.muhahahaha,, loland ive seen people thats goin to createdune mod, ra mod, ra2 mod, tbs mod,.well thats Extremely cool.since they are a part of the CnC history.

Subject: Counterstrike Map Posted by Anonymous on Sun, 21 Apr 2002 07:03:00 GMT View Forum Message <> Reply to Message

quote:Originally posted by creamy999:I have never made a map, but I have an idea that I would LOVE to see go through.How about a map from a counterstrike map? I was thinking de_dust, with both bases in the Terrorist/Counter-Terrorist areas respectively. The map would have to be scaled larger, of course, with tanks fitting in the main hall way.Whatcha think?DON'T TURN RENEGADE INTO ANOTHER COUNTER STRIKE GAME... THERE IS A NEW ONE COMING..UNLESS IT IS OUT???

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