
Subject: check out my ***NEW MAP***

Posted by [Anonymous](#) on Mon, 06 May 2002 15:58:00 GMT

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what u think, ok and it might be out in the next 24 hours

Subject: check out my ***NEW MAP***

Posted by [Anonymous](#) on Mon, 06 May 2002 15:59:00 GMT

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looks pretty good

Subject: check out my ***NEW MAP***

Posted by [Anonymous](#) on Mon, 06 May 2002 16:01:00 GMT

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GESS WHAT THIS MAP IS NOT HALP WAY DONE EVERYONE WILL LIKE THE FINISHED
VERSON

Subject: check out my ***NEW MAP***

Posted by [Anonymous](#) on Mon, 06 May 2002 16:03:00 GMT

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make the opening to the base facing the other waylike so the opening is facing the mt side...this
will prevent art pound the other base...within the safety of the base...causing a huge art. war

Subject: check out my ***NEW MAP***

Posted by [Anonymous](#) on Mon, 06 May 2002 19:39:00 GMT

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quote:Originally posted by o0Commander0o:make the opening to the base facing the other
waylike so the opening is facing the mt side...this will prevent art pound the other base...within the
safety of the base...causing a huge art. warDUDE IF I PUT AN AGT OR AN OBL (I WAS
THINKING THE SAME) WILL IT STOP THE ARTS AND CHEAT ****

Subject: check out my ***NEW MAP***

Posted by [Anonymous](#) on Mon, 06 May 2002 19:48:00 GMT

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well if u add them u might have the ob shooting into the gdi base...and vice versarotate the base

entrance...trust mealso make more then one way in

Subject: check out my ***NEW MAP***

Posted by [Anonymous](#) on Mon, 06 May 2002 20:08:00 GMT

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quote:Originally posted by o0Commander0o:well if u add them u might have the ob shooting into the gdi base...and vice versarotate the base entrance...trust mealso make more then one way inand i was thinking to put a wall block there like a moutain

Subject: check out my ***NEW MAP***

Posted by [Anonymous](#) on Mon, 06 May 2002 20:36:00 GMT

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WAY too small of a map... and I agree, you are going to have to turn the opening in the walls around, otherwise it is just dumb.... Sorry.... but small maps are not my thing... I like having to wait for attacks, not be able to see them launch from their base and start shelling them while they are getting prepared inside their base still...

Subject: check out my ***NEW MAP***

Posted by [Anonymous](#) on Mon, 06 May 2002 20:39:00 GMT

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What is the map going to be called, what vehicles will be in it. Your last map was awesome, you gonna make more? quote: We kill to live, and live to kill! That's the way it is supposed to be!

Subject: check out my ***NEW MAP***

Posted by [Anonymous](#) on Mon, 06 May 2002 23:27:00 GMT

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That's looking good make sure you send it to CnCMatrix when its done.

Subject: check out my ***NEW MAP***

Posted by [Anonymous](#) on Tue, 07 May 2002 13:16:00 GMT

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ANYONE HAVE THIS FILE I NEED THE AGT AND THE OBL THIS FILE BUILDINGS-SETUP.GMAXI NEED IT I CANT PUT AGT OR OBL ON MY MAPI NEED THE FILE PLZ SOME ONE SEND ME ITE-MAIL JONNYME@MSN.COM
