
Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail
Posted by [Anonymous](#) on Mon, 01 Jul 2002 13:00:00 GMT

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Nope, not right now.

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail
Posted by [Anonymous](#) on Mon, 01 Jul 2002 13:05:00 GMT

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I'm just curious, is it possible to make buildings that aren't destroyable? This could help get vehicles into the game of death match, make a building that can make all vehicles and can be accessed by both teams.

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail
Posted by [Anonymous](#) on Mon, 01 Jul 2002 14:08:00 GMT

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How did you texture? Is there a texture option in Commando/leveledit?

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail
Posted by [Anonymous](#) on Mon, 01 Jul 2002 15:41:00 GMT

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Yes.

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail
Posted by [Anonymous](#) on Mon, 01 Jul 2002 15:53:00 GMT

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Whats HeightField editor wat does it do were can i get it

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail
Posted by [Anonymous](#) on Mon, 01 Jul 2002 16:02:00 GMT

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Remember, it's what, not wat.

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail
Posted by [Anonymous](#) on Mon, 01 Jul 2002 17:50:00 GMT
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Im hosting this map on my server at 9pm EST (10 mins from now), until midnight tonight.

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail
Posted by [Anonymous](#) on Mon, 01 Jul 2002 17:58:00 GMT
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aircraftkiller2001 Commander Member # 53 Member Rated: posted July 01, 2002 16:02
-----Remember, it's what, not wat.
-----Who cares?

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail
Posted by [Anonymous](#) on Mon, 01 Jul 2002 18:17:00 GMT
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Whats HeightField editor wat does it do were can i get it
-----It's in Level Edit/Commando Editor
in the new version of the mod tools. You can get the mod tools installer2 at westwood's download
ftp.

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail
Posted by [Anonymous](#) on Mon, 01 Jul 2002 22:17:00 GMT
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Little over the top with the polys. If yall don't know what too much poly does, it makes some lag
and makes it look really good. Hope your map doesn't cause lag.

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail
Posted by [Anonymous](#) on Tue, 02 Jul 2002 00:55:00 GMT
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This map was made totally with the new tools and the heightfield editor -- not a thing done in
gMax\RenX.Here's the download link:
http://www.ra2dev.com/C&C_Forest_Trail.zip<http://www.ra2dev.com/shots/ScreenShot11.jpg><http://www.ra2dev.com/shots/ScreenShot12.jpg><http://www.ra2dev.com/shots/ScreenShot13.jpg><http://www.ra2dev.com/shots/ScreenShot14.jpg><http://www.ra2dev.com/shots/ScreenShot15.jpg>

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail

Posted by [Anonymous](#) on Tue, 02 Jul 2002 00:57:00 GMT

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ACK, can u get on IRC\msn\anything? and tell me the msn.-----Do you really need a signature? I don't think so!but i need u can find me at the irc servers:irc.quakenet.eu.orgchannel: #C&CRenegade-----my email address is:AdaNis@Shoval.org.il-----my ICQ number is: 151601812ICQ Nickname: Chrono-Legionnaire-----MSN: psg243246@msn.com-----IRC Nickname(s)1. psg2432462. Navy-SEAL

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail

Posted by [Anonymous](#) on Wed, 03 Jul 2002 00:12:00 GMT

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Whatever, you don't know what you're talking about with the polygon count.It's perfect, game doesn't lag at all.

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail

Posted by [Anonymous](#) on Wed, 03 Jul 2002 00:14:00 GMT

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i agree, the map runs fine?and looks awesome, good job ack Dante

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail

Posted by [Anonymous](#) on Sun, 07 Jul 2002 10:02:00 GMT

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Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail

Posted by [Anonymous](#) on Mon, 08 Jul 2002 00:17:00 GMT

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aircraftkiller2001Where is this Big project? With the silos and com centers and.. uh. what knot...

Subject: New Aircraftkiller Team Deathmatch Map: C&C Forest Trail

Posted by [Anonymous](#) on Mon, 08 Jul 2002 00:53:00 GMT

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It's coming, I'm just waiting on a few files from WS before I can finish.
