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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Fri, 20 Sep 2002 17:13:00 GMT  
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In my opinion, Goldeneye 007 is the best FPS ever made. It just is. Therefore, someone should make some duplicates of some of the multiplayer level from bond. Complex and stack come to mind...I'd do it myself, but I'm too lazy [ September 22, 2002, 16:34: Message edited by: HotWire721 ]

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Fri, 20 Sep 2002 17:17:00 GMT  
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i said this in a post once... i want to do it, but i cant find my goldeneye for the N64.... i would screw everything up, forget doors, mix-texture, and everything else possible.

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Fri, 20 Sep 2002 17:35:00 GMT  
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quote:Originally posted by HotWire721:Complex and stack come to mind...How about Facility?

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Fri, 20 Sep 2002 17:50:00 GMT  
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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Fri, 20 Sep 2002 18:23:00 GMT  
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James Bond meet Havoc, Havoc meet James Bond. I like the idea. BTW, who would win? Bond or Havoc?

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Fri, 20 Sep 2002 19:04:00 GMT  
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Who would win?! ROFL! HAHAAHAHAHa!!Bond!!

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Fri, 20 Sep 2002 19:24:00 GMT  
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I can see it now..."How about we just settle this over a cup of tea, old chap?" "Hey Bond, ya got something on your back" "What is it?" "Oh, just some C4. Mine."

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sat, 21 Sep 2002 01:46:00 GMT  
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quote:Originally posted by HotWire721:In my opinion, Goldeneye 007 is the best FPS ever made. It just is. Therefor, someone should make some duplicates of some of the multiplayer level from bond.Complex and stack come to mind...I'd do it myself, but I'm too lazy It could be done, but the good map makers, like myslef (big self hug) are too busy being creative.

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sun, 22 Sep 2002 00:08:00 GMT  
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Dude, all great painters started out by copying. Monet, Degas, Picasso...they all started out by copying their 'masters' and I think Rare is a good master for FPSs. They totally kick ass. BTW, I'm working on Complex Who'd of thought it'd be so complex? So far I have all the first floor walls in place, and It's looking nice

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sun, 22 Sep 2002 00:29:00 GMT  
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well good luck to you. give us screenshots when possible.

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sun, 22 Sep 2002 00:45:00 GMT  
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quote:Originally posted by DeafWasp:well good luck to you. give us screenshots when possible. I will

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sun, 22 Sep 2002 20:13:00 GMT

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quote:Originally posted by Ingrownlip:Who would win?! ROFL! HAHAAHAHAHa!!Bond!! Bond could just use the golden gun. Bond has auto-aim too. [ September 22, 2002, 20:13: Message edited by: jordybear ]

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sun, 22 Sep 2002 21:53:00 GMT  
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Hey guys, i was looking around at [www.renegademods.info](http://www.renegademods.info) , and i came across a Goldeney bunker map, you know, the one where you start in a jail cell... Goldeney mod would be a kool idea!

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Mon, 07 Oct 2002 22:32:00 GMT  
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Someone should really work on this. It's a good idea.

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 01:36:00 GMT  
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Yeah I was really looking foward to this, as Complex was the best map on Goldeneye.

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 12:49:00 GMT  
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What happened with this, it seemed to be taking off... Anyways, this insipered me to take a swing at one of the GoldenEye maps, I chose Bunkers (the Jail cell one) to recreate. I have all the walls and basic stuff done in just half a day's worth of work. Its a surprisingly easy map to recreate. I'll get some screens up ASAP. Maybe I can bring a GoldenEye Mod to life... Triforce

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 14:25:00 GMT  
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No way Havco would win. James bond would be walking and Havco jumps in and yells "I Got A Present For Ya!" and shoots him in the head. He walks up to The Dead Bond and says "That was

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left handed!"

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 17:39:00 GMT  
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I agree that that level is the best ever! But, the remake of it released in Perfect Dark was even better. Also its remake in Banjo Toooi was cool too!

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 17:50:00 GMT  
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quote:Originally posted by Triforce:What happened with this, it seemed to be taking off...  
Anyways, this inspired me to take a swing at one of the GoldenEye maps, I chose Bunkers (the Jail cell one) to recreate. I have all the walls and basic stuff done in just half a day's worth of work. Its a surprisingly easy map to recrate. I'll get some screens up ASAP. Maybe I can bring a GoldenEye Mod to life... TriforceScreenshots make the world go round my freind.

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 18:15:00 GMT  
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quote: It could be done, but the good map makers, like myslef (big self hug) are too busy being creative. About those textures, just download Project 64 , And jump on kazaalook for everything with the extension v64 or n64. Find golden eye, download it, extract it (if needed) and run it from Project 64. Note you can keep the rom for a day before it becomes illegal (like renting the game). Unless you own the game you can legally keep a copy on your computer.I would help but im in the middle of learning how to use GMAX/RENX, Renegade Editor. [ November 09, 2002, 18:16: Message edited by: chompy ]

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 18:26:00 GMT  
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That reminds me, like 2 months ago, I made a model of the Bunker 1. I didn't want to release it until I made a map for it. Finally someone thinks of a mod for 007 Goldeneye.

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sat, 09 Nov 2002 19:33:00 GMT

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I want to see Surface be created, with bunker as well (both put together in one map)could you say bad ass DeathMatch map? Have buggies/humvee's spawn in it as well... (it is a big map after all)  
[ November 09, 2002, 19:35: Message edited by: generalfox ]

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 01:41:00 GMT  
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Yes, walking across Surface just to get to an enemy would tend to suck. I'd think that if there was less fog, and with Renegade's engine, the satellite building would make a godly sniper spot.

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 19:18:00 GMT  
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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Sun, 10 Nov 2002 21:05:00 GMT  
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Heres some early screens of my remake of the GoldenEye Control Bunker:Control  
Room:<http://www.n00bstories.com/image.view.php?id=2051552528>Vent  
Shaft:<http://www.n00bstories.com/image.view.php?id=1503551026>Surface/Helipad:<http://www.n00bstories.com/image.view.php?id=1401142330>Keep in mind that these are EARLY screens of the map and a lot will be changed before its finnished. i.e. Textures. Enjoy!Triforce

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Mon, 11 Nov 2002 09:39:00 GMT  
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Wow, looks good!One thing though, from what I remember wasnt that ramp leading up to that room in 'pic 1' alot smaller and the room alot lower.Other than that, great. [ November 11, 2002, 09:41: Message edited by: WoNtOn\_WaGoN ]

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Subject: C&C 007 Complex :)  
Posted by [Anonymous](#) on Mon, 11 Nov 2002 11:41:00 GMT  
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It's probably just a quick try, if he works on it it'll be better (hopefully).

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Subject: C&C 007 Complex :)

Posted by [Anonymous](#) on Mon, 11 Nov 2002 18:49:00 GMT

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im starting my own level from goldeneye, ill see how far i get.Ill keep you all posted on them

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Subject: C&C 007 Complex :)

Posted by [Anonymous](#) on Mon, 11 Nov 2002 18:58:00 GMT

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pretty alright...

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Subject: C&C 007 Complex :)

Posted by [Anonymous](#) on Tue, 12 Nov 2002 14:09:00 GMT

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quote:Originally posted by HotWire721:In my opinion, Goldeneye 007 is the best FPS ever made. It just is. Therefor, someone should make some duplicates of some of the multiplayer level from bond.Complex and stack come to mind...I'd do it myself, but I'm too lazy 007, Hitman 2, Star wars jedi thing... Mech warrior 3+4 Half life i could go on! but sadly renegade did not meet my needs but i still play it, on multiplayer it is EXCELLENT!

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Subject: C&C 007 Complex :)

Posted by [Anonymous](#) on Thu, 14 Nov 2002 17:00:00 GMT

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quote: In my opinion, Goldeneye 007 is the best FPS ever made. It just is. Therefor, someone should make some duplicates of some of the multiplayer level from bond.Complex and stack come to mind...I'd do it myself, but I'm too lazy Ive started on the first level the dam. I think it would turn into a pretty good sniper level, Because it is long, has 3 outposts in the middle, warf 1/3 the size of the dam, and networked tunnels. Here is a pic of what i have done so far. 007 Dam . the textures needs to be worked on and so do my GMAX skills. But i think it is Relatively easy to aquire the textures. Yes they are from the game itself. If you want to know how i did it , read previously

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