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Subject: CP2 Map Idea

Posted by [zunnie](#) on Sat, 22 Jan 2005 04:09:06 GMT

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alienorbUm... What maps are you thinking of putting to CP2?

I'd like to propose the maps: Tropics, BasinTS, BunkersTS, Terrace, Fortress2k4 and maybe Lightwave1 or 2.

Or maybe you could have some kind of a public poll to see which maps people want in it. Just a suggestion.

Some pretty nice maps that would qualify and are in rotation on FanMaps servers:

(screenshots)

BunkersTS

Lunar\_Landing

SeasideSunset

Uphill

Forgotten\_Town

I would severely recommend these maps because they contain the five elements for a "Westwood Map Alike":

- 1) They are pretty original
- 2) They are fun
- 3) They have little to no bugs at all
- 4) They are not too big/small
- 5) Pretty alot of people already have these maps

And also btw if you dont already have these maps and are reading this:

Locate your ugle ass on <http://www.fanmaps.net/downloads/> and download them already ffs!

[zunnie]

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Subject: CP2 Map Idea

Posted by [jonwil](#) on Sat, 22 Jan 2005 05:38:57 GMT

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More flying maps would be good.

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Subject: CP2 Map Idea

Posted by [zunnie](#) on Sat, 22 Jan 2005 06:50:11 GMT

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Hmm.. i dont know many 'good' maps that have flying vehicles in them.

They are usually too big :S

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Subject: CP2 Map Idea

Posted by [Aircraftkiller](#) on Sat, 22 Jan 2005 08:38:04 GMT

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Landing is crap. It has no visibility rendering and Nod just dicks around with those crappy Recon Bikes until they lose.

Uphill and Forgotten Town are both junk as well. I'm particularly fond of Seaside Sunset as NeoSaber puts a lot of work into his levels.

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Subject: CP2 Map Idea

Posted by [Nightma12](#) on Sat, 22 Jan 2005 09:23:56 GMT

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jonwilMore flying maps would be good.

Walls\_Reloaded? (the latest version, (v3.1) not the old crappy v2.0! )

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Subject: CP2 Map Idea

Posted by [zunnie](#) on Sat, 22 Jan 2005 14:06:31 GMT

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Nightma12jonwilMore flying maps would be good.

Walls\_Reloaded? (the latest version, (v3.1) not the old crappy v2.0! )

[http://www.all-out.co.uk/downloads/C&C\\_Walls\\_Reloaded.zip](http://www.all-out.co.uk/downloads/C&C_Walls_Reloaded.zip)

Testing it now Will put it on FanMaps servers probably soon

"-Trans helis are now invulnerable to snipers and now cost 900"

Hm. not too happy about that, would have been better if you rebalanced the health/armor. Say:

300HP CnC Vehlight Skin, and 50HP CnC VehMedium Shield.

I done this serverside on most of the maps that are in rotation, nobody ever buys them anyway but when you do, you are "less" vulnerable to snipers. It takes a few more havoc shots to take you down.

[/edit]

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I really liked this map -now you mention it-, only back then (a year ago or something) we removed it from the server

due to severe VIS-bugs andFPS lag, very low fps

when more than 16 players in game, kinda like on Glacier\_Flying sometimes.

And no: it is not my pc (P4 2.88, 512ddr 3200, Ati Radeon 9800 128mb)

Where can i download the latest version of this map?

You have a link to it?

Would be nice

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Subject: CP2 Map Idea

Posted by [Naamloos](#) on Sat, 22 Jan 2005 16:23:13 GMT

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Oasis Flying and Woodland are good maps.

Edit: Urban Rush, CliffsLX and Conquest Winter to.

Edit2: Do NOT add bunkersTS unless the recon bikes are made more balanced. Decrease their ROF and weapon range and it's all good.

The recon bikes on that map are overpowered right now.

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Subject: CP2 Map Idea

Posted by [Sir Kane](#) on Sat, 22 Jan 2005 18:01:51 GMT

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Lunar Landing is like the ugliest map ever made.

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Subject: CP2 Map Idea

Posted by [m1a1\\_abrams](#) on Sat, 22 Jan 2005 18:32:08 GMT

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I wish Gogse or someone would fix up Deth\_River, so that it looks more presentable, because it plays really well. I would say that it's as good as any of the Westwood maps, in terms of gameplay.

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Subject: CP2 Map Idea

Posted by [zunnie](#) on Sat, 22 Jan 2005 18:37:48 GMT

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I didnt say the map was pretty but:

- 1) Lunar\_Landing is pretty original
- 2) Lunar\_Landing fun , action from the start that is
- 3) Lunar\_Landing doesnt have any bugs for as far as i am aware
- 4) Lunar\_Landing is not too big, maybe a tiny bit small but.. gameplay is allright on that map.
- 5) Pretty alot of people already have these maps

And:

The recon bikes dont respawn, its just the newbies who get in them. And also they are in the center of the map along the side... eg: GDI could get in and fuck around until they lose too..

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Subject: CP2 Map Idea

Posted by [Aircraftkiller](#) on Sat, 22 Jan 2005 19:24:48 GMT

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Recon Bikes on BunkersTS are not overpowered. They are easily destroyed by any "sniper" unit or with the tracking missiles armed on the infantry classes that have them.

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Subject: CP2 Map Idea

Posted by [liberator](#) on Sat, 22 Jan 2005 19:44:12 GMT

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Silent KaneLunar Landing is like the ugliest map ever made.

All that ever happens is a couple of players get orcas and camp the crater while their buddies use mlrs from just far enough outside their base to not be considered B2B, then when the refinery/strip goes down they n00bjet their way to victory. It happens the same way every damn time I play that map. Nod has to work 2-3 times harder than GDI to win, conversly GDI just about have to do nothing in order to lose.

That's the problem with most fan maps, one side or the other is favored so heavily it's a forgone conclusion who's going to win on a given map regardless of skill or teamwork.

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Subject: CP2 Map Idea

Posted by [visorneon](#) on Sat, 22 Jan 2005 22:38:08 GMT

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I like all of those maps except bunkersTS and Lunar Landing, bunkers is nearly always unfair to Nod and GDI just whores from under the archway, and lunar landing is really boring in my opinion

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Subject: CP2 Map Idea

Posted by [idebo](#) on Mon, 24 Jan 2005 21:55:54 GMT

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Conquest Island is one of my favorite. Lot's of buildigs and nice lightning.

<http://www.renmaps.com/index.php?action=file&id=15>

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Subject: CP2 Map Idea

Posted by [zunnie](#) on Tue, 25 Jan 2005 03:40:00 GMT

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ideboConquest Island is one of my favorite. Lot's of buildigs and nice lightning.

<http://www.renmaps.com/index.php?action=file&id=15>

Nice map indeed, i love this one BUT:

The helipad has a 'bug'... it gives thousands of points if you hit it with a gunner :/

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Subject: CP2 Map Idea

Posted by [idebo](#) on Tue, 25 Jan 2005 08:21:18 GMT

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So make a rule: "Gunner camping not allowed", lol.

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Subject: CP2 Map Idea

Posted by [zunnie](#) on Tue, 25 Jan 2005 08:40:05 GMT

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We had that initially.. but know this:

If 1 person feels different and fires 6 rockets at it before being kicked, the opposite team basically cant win anymore except by base destruction or ped...

duh

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Subject: CP2 Map Idea

Posted by [EA-DamageEverything](#) on Fri, 04 Mar 2005 11:46:36 GMT

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I have 98% of all .mix-maps available and here is my point=

Lightwave NO, this is a DM map.

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Lunar\_landing NO, way too smal for a 32+ player FPS-eating Ultra-AOW \*g\*

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Here my favourites=

Country\_side (good for our HobbySnipers and rushers)  
Cairo (3 AGTs/3 Obies rox!)  
Complex\_SB (The best remix from Complex, made by Zocker325)  
Storm\_walls\_flying (Nice interior inside the buildings and Weather included)  
Oasis\_flying (nice positions of AGT and Obie)  
Meadow (the new one, BUT ONLY IF ITS FIXED)  
Conquest\_winter (nearly the best atmosphere during gameplay)  
Miracle\_2 (wonderful with new goodies in it)  
Heightfield (Heightfield-based map with the highest outposts I ever met)  
Snowfight2004 (NOD has a WF with a shunt, same like GDI has)  
Secretbase (one of the best, biggest maps with many ways to go, drive or fly)  
Terrace (we all know this map from playing it on UNRULES)  
Niagra (the same, nice map, but I wondered about the Name. Originally it must be NIAGARA falls, beside the Horseshoe falls)  
MinesTS (medium map with TunnelSystem)  
Wasteland (also good for snipers and rushers)  
Jungle2 (The green CULT!!!)  
Night0X (nice map, NOD has a little advantage here, Helis can fly through tunnels -this has to be fixed)  
Dawn\_patrol2 (Base on Base, separated by a wall, smallmap)  
Mars (I love zero gravity)  
Seaside\_Canyon (I love to see broken Buildings)

These are medium and big C&C mode maps. Good for 32 player AOWs and up. Now a few DM maps which can be provided as a separate Mappack=

Haunted2 (anyone frightened?)  
Duel\_arena (CULT-DM map)  
Islands\_KOTH (DM the other way with extras)  
Lightwave2 (you all know it)  
Stalingrad (Pure DM without PTs)  
AwpMap (Sniped 2 death, I agree)  
Death\_Village (DM as it should be)  
Waste\_facility\_DM (Pay attention: the Bots are NOT friendly)

Downloads= <http://www.unrules.com> (only mappacks) / <http://www.cnc-source.com> /  
<http://www.renmaps.com> / <http://www.trielite.net> / <http://www.wetpage.de>

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