
Subject: idea for a deathmatch map
Posted by [Anonymous](#) on Tue, 19 Nov 2002 14:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

sweet thnx if ur actully making 1 like that!

Subject: idea for a deathmatch map
Posted by [Anonymous](#) on Tue, 19 Nov 2002 14:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

why not just take the buildings out? Maybe have two of those towers from single player for each side. Have GDI spawn on their side and Nod Spawn on theirs. Have creates to hide behind, and some creates with PT's on them so you can buy ammo and such. I think it'd be too small if you just put the underground to complex. [November 19, 2002, 14:51: Message edited by: generalfox]

Subject: idea for a deathmatch map
Posted by [Anonymous](#) on Wed, 20 Nov 2002 00:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i was playing renegade on C&C_complex and i got an idea.. i thought it would be kool if sum 1 could make a deathmatch map out of wuts underground on complex.

Subject: idea for a deathmatch map
Posted by [Anonymous](#) on Wed, 20 Nov 2002 00:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can make a bunch of walls around the enterances and make them stay underground....

Subject: idea for a deathmatch map
Posted by [Anonymous](#) on Wed, 20 Nov 2002 00:58:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll start work on it

Subject: idea for a deathmatch map
Posted by [Anonymous](#) on Wed, 27 Nov 2002 09:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

um.. r u actully making this map?

Subject: idea for a deathmatch map
Posted by [Anonymous](#) on Wed, 27 Nov 2002 10:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ill ask beany, if not, i guess i could do it.

Subject: idea for a deathmatch map
Posted by [Anonymous](#) on Wed, 27 Nov 2002 10:27:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm working on about 3 maps at the same time, and trying to update my site.It is in the queue

Subject: idea for a deathmatch map
Posted by [Anonymous](#) on Wed, 27 Nov 2002 15:20:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok!

Subject: idea for a deathmatch map
Posted by [Anonymous](#) on Fri, 10 Jan 2003 18:28:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol

Subject: idea for a deathmatch map
Posted by [Anonymous](#) on Fri, 10 Jan 2003 20:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry for taking so long; I'm working on DMPlains right now

Subject: idea for a deathmatch map
Posted by [Anonymous](#) on Fri, 10 Jan 2003 21:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah Beanyhead, its good your making somemore of your DM maps Also, i have an idea for a good DM map as well. Maybe sooner or later someone should make a DM map of the inside of that scrin ship of off TS, you know the mission where you have to protect it and all...so what about that? [January 10, 2003, 22:06: Message edited by: forsaken]

Subject: idea for a deathmatch map

Posted by [Anonymous](#) on Wed, 05 Feb 2003 09:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

so has anything happend w/ this map yet?

Subject: idea for a deathmatch map

Posted by [Anonymous](#) on Wed, 05 Feb 2003 09:59:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol hey buddy calm down the map will take a bit of time okay... but trust me beany will get it done sooner or later.. ... hey beany if ya need my help i could also do it

Subject: idea for a deathmatch map

Posted by [Anonymous](#) on Wed, 05 Feb 2003 13:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You want me to add CTF abilities to this map?

Subject: idea for a deathmatch map

Posted by [Anonymous](#) on Wed, 05 Feb 2003 13:57:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

That was my idea to do a map like the one youe on about as CTF. I was gonna cut down Canyon a bit and leave the hand of nod and the gdi weapons factory (multiplayer versions). Then the tunnels that go to the sniping point over the base would be blocked off or removed. Then there would be some kind of walls or something around the hand of nod and the gdi weapons factory. the only access would be via the tunnels. Proxy C4 and other c4 would be removed from the game. the buildns would be non damagable and non functional (advanced chars may want to be enabled). There could be a silo that gives a slow cash income and this could be damaged and destroyed. the flags would be located outside or inside which i didn't decide. The map would require a lot of work in gmax/3ds if you were gonna edit dantes 3ds versions of the maps. Use some of the ideas that i mentioned if you want because i won't get round to making it any time soon.UPDATE: I meant Canyon not Complex [February 06, 2003, 13:45: Message edited by: General Havoc]

Subject: idea for a deathmatch map

Posted by [Anonymous](#) on Wed, 05 Feb 2003 18:43:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Beanyhead:You want me to add CTF abilities to this map?ehhhhh sure if u feel like it. if u dont then its ok.
