
Subject: C&C? Need some possibly names.

Posted by [c0vert7](#) on Sat, 17 Mar 2007 04:31:28 GMT

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

Ok I have this other map that I have been working on since christmas and let me tell you, nothing has stayed the same since, and there are new drastic changes coming. Let me give ya some pics of the current work in progress. So you can get the feel for the map so we can think of some good names.

Sorry for so many pics but its always nice to have plenty.

Also the church is the same look of the warpath church except I completely remade it with an inside so yes thats mine . Also most of this stuff has a base terrain now so nothing to worry about there. Now I am adding about 12 more buildings to the mix .

Subject: Re: C&C? Need some possibly names.

Posted by [c0vert7](#) on Sat, 17 Mar 2007 04:33:54 GMT

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

Theres more

Subject: Re: C&C? Need some possibly names.
Posted by [Viking](#) on Sat, 17 Mar 2007 06:12:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

C&C_Village?

Subject: Re: C&C? Need some possibly names.
Posted by [c0vert7](#) on Sat, 17 Mar 2007 07:43:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually the civilian town is the small part

Subject: Re: C&C? Need some possibly names.
Posted by [Nameme99](#) on Sun, 18 Mar 2007 05:46:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

your getting quite good at maping and modeling now.

Subject: Re: C&C? Need some possibly names.
Posted by [Viking](#) on Sun, 18 Mar 2007 06:12:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

C&C_Penus? Who wouldn't download a map with that name!

Subject: Re: C&C? Need some possibly names.
Posted by [lavamike](#) on Sun, 18 Mar 2007 12:17:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

umm...idk C&C_Horrer.mix or C&C_Evil.mix lol

Subject: Re: C&C? Need some possibly names.
Posted by [OWA](#) on Sun, 18 Mar 2007 14:32:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

C&C_PeasantVillage.mix
C&C_Sticks.mix
C&C_Olde.mix
C&C_CentralEurope.mix
C&C_Hamlet.mix

Subject: Re: C&C? Need some possibly names.
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 18 Mar 2007 14:48:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

C&C_Town
C&C_Churchbell

Subject: Re: C&C? Need some possibly names.
Posted by [jamiejrg](#) on Sun, 18 Mar 2007 16:12:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

C&C_freeporninsidethisfolder

It would be the best map ever. A million hits first 5 mins

Subject: Re: C&C? Need some possibly names.
Posted by [YSLMuffins](#) on Sun, 18 Mar 2007 16:15:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Honestly--goof names are not necessary.

Subject: Re: C&C? Need some possibly names.
Posted by [jamiejrg](#) on Sun, 18 Mar 2007 17:45:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

YSLMuffins wrote on Sun, 18 March 2007 10:15Honestly--goof names are not necessary.

My mistake.

C&C_countryside

Subject: Re: C&C? Need some possibly names.
Posted by [Slave](#) on Sun, 18 Mar 2007 18:20:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

C&C_Eviction.mix

Subject: Re: C&C? Need some possibly names.
Posted by [Jerad2142](#) on Sun, 18 Mar 2007 18:26:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

jamiejrg wrote on Sun, 18 March 2007 11:45YSLMuffins wrote on Sun, 18 March 2007 10:15Honestly--goof names are not necessary.

My mistake.

C&C_countryside

I think that might already be a map.

Subject: Re: C&C? Need some possibly names.
Posted by [jamiejrg](#) on Sun, 18 Mar 2007 19:23:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

That might be why it came to mind so fast

Subject: Re: C&C? Need some possibly names.
Posted by [klote2314](#) on Mon, 19 Mar 2007 10:00:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

C&C_INEEDHELPWITHMAKINRENMAPS.mix

i need help with making just a map so another guy can make it co-op any would like to teach me toturails dont work for me they make me confusing there are to many buttons on gmax any way any 1 pleas help me with making a co-op map

Subject: Re: C&C? Need some possibly names.
Posted by [bisen11](#) on Mon, 19 Mar 2007 12:58:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice models. I think I'd have to see the main map terrain before I thought of a good name though.

Subject: Re: C&C? Need some possibly names.
Posted by [Stallion](#) on Wed, 21 Mar 2007 13:25:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've got to admit c0vert has done alot of great work on this map so far esp. with how picky I've been with EVERYTHING .

I'm likely going to make him do some redesigning of the bunker and some work on the tiberium lake but I love the rest of the stuff he's done so far.

This is absolutely far and beyond one of the most unique maps ever made for renegade; and is

being designed to be one of the most realistic yet highly advanced scifi type of maps ever. It's rather turning into a full mod instead of just a new map. Nearly everything will be modded or redesigned from the ground up including buying weapons instead of soldiers.

There's a full concept to this map instead of just tossing in a bunch of random stuff. The concept is that of a clone war type of thing (not star wars clone wars , but clones nonetheless).

I was thinking of naming it something along the lines of C&C_Clone_Valley.mix because of the clones and that it takes place in a mountain valley, but the name isn't solid yet.

If anyone would like to try to think of a good name for this, here are some basics to look at when thinking of one:

it has:

clones

mountain valley setting

unique map style

mech/wolverine types of tanks (added with regular tanks and hopefully some other special types)

secret areas*

and more...
