
Subject: counter strike?

Posted by [Anonymous](#) on Wed, 29 Jan 2003 14:17:00 GMT

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I have been thinking about making Ice... IceSomething "Iceworld i think"

Subject: counter strike?

Posted by [Anonymous](#) on Wed, 29 Jan 2003 14:44:00 GMT

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Um, yeah...Can't you come up with better map ideas than stealing other people's maps?

Subject: counter strike?

Posted by [Anonymous](#) on Wed, 29 Jan 2003 14:55:00 GMT

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OMG really? I made the map C&C_DM_IceWorld.mix in December because my clan friend (Travis Bickel) said it was an excellent Counterstrike map. I made the terrain in RenX then added walls, trees and powerups. It is currently in PKG format and needs 1 bug fixing. If you want me to finish it post your replies here. I'll upload some screenies soon of us testing it. It is a really simple map and I have to say I think my version made looks better than the CS one in terms of visuals. I never thought twice about releasing it but now that you have asked I will. Screenshot of build 0100a <http://www.n00bstories.com/image.view.php?id=1404493904> This screenshot is of build 0100a it is missing the lighting and pickups are not final on it. The trees and rocks were added to make it more playable in renegade rather than designed for counterstrike. Let me know what you think and if things should be changed if you have played the CS version. Laser2150, is this the level you was referring to from CS? [January 30, 2003, 02:28: Message edited by: General Havoc]

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 00:41:00 GMT

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this is for anybody who has ever played cs. I think it would be a cool idea if someone, recreates the map, Rats, that map is one of the funnest. so for people that have played cs, no what I'm talking about. For those who don't, you are rats, and are in a kitchen, all objects are bigger, there are many hiding spots including, in a fridge, stove, sink, inside cupboards, and little rat holes in the wall for you to go in. this would make a sweet map for renegade. also when you go in the sink in the level in cs, you can swim. if I knew how to make maps I would but it's too complicated for me. if you wanted you could put gun emplacements in it, it would be a deathmatch, or CTF, or just sniper, any of those would be cool.

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 03:38:00 GMT

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I've considered making a "toy soldiers" map before, based on a kids bedroom floor. Never started it though

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 06:41:00 GMT

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quote:Originally posted by General Havoc:OMG really? I made the map C&C_DM_IceWorld.mix in December because my clan friend (Travis Bickel) said it was an excellent Counterstrike map. I made the terrain in RenX then added walls, trees and powerups. It is currently in PKG format and needs 1 bug fixing. If you want me to finish it post your replies here. I'll upload some screenies soon of us testing it. It is a really simple map and I have to say I think my version looks better than the CS one in terms of visuals. I never thought twice about releasing it but now that you have asked I will. Screenshot of build 0100a

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Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 06:42:00 GMT

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De_Rats was awesome. I tried to make it for Renegade, but it's too hard.

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 07:31:00 GMT

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quote:Originally posted by General Havoc:OMG really? I made the map C&C_DM_IceWorld.mix in December because my clan friend (Travis Bickel) said it was an excellent Counterstrike map. I made the terrain in RenX then added walls, trees and powerups. It is currently in PKG format and needs 1 bug fixing. If you want me to finish it post your replies here. I'll upload some screenies soon of us testing it. It is a really simple map and I have to say I think my version looks better than the CS one in terms of visuals. I never thought twice about releasing it but now that you have asked I will. Screenshot of build 0100a

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was refering to from CS?wow that looks preaty cool, y didnt u relases it to the public? u should finish that. that would make a sweet DM. good work.i was just thinking of rats because i thought it was funny and would make a good renegade map.even aztek would make a good map.

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 08:22:00 GMT

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The reason i never finished it was because i didn't know how good it would be in renegade. Also build 100a was faulty in the mix format so i didn't do any work on it for a while.I will be able to finish it soon but i need some feedback on what pickups i should include on it. Meaning what types of weapons, armour and health i should add to the map.I will finish the map C&C_DM_IceWorld.mix later today i hope and release it. I would need a host to upload the file to though.

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 08:24:00 GMT

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Yeah, mine was a version of the CS one... Nice, only Iceworld was meant to be small,its like a fast DM. ill post a pic when i get home! and general, Email me the map if you want! i can get it to .mix! Metal_Combot@Yahoo.com

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 14:39:00 GMT

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rats_desk(not CS map but...)http://pixas.mine.nu/~www/uplfolders/upload8/ren2.JPGandhttp://pixas.mine.nu/~www/uplfolders/upload8/hehe.JPGhttp://pixas.mine.nu/~www/uplfolders/upload8/run!.JPGi have fixed texters and gest strdid warking on moer detall and all;)

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 14:41:00 GMT

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He he! Nice! I think you should keep bases level... that way nod can't pound at gdi from a distance... EVIL LEGO MAN! he he

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 14:50:00 GMT

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lol u have no iday how big the map is....but i know waet u mine.... as of right now GDI tanks cant go up to nod but nod can fall dnow to gdi.... mabey moer of a flying map

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 18:03:00 GMT

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LOL i started a map based on what i think is the map Mice from cs (i played the map once and iceworld at a game cafe). I've just got the basic outline done, but i'm not sure if i should keep it as a smaller DM map (which i think it would be better as) or a full C&C map.hey.....We should make a [I]mod[I] with the full compilation of cs maps! w00t!

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 18:47:00 GMT

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*Adds this to his list of really stupid ideas*If you want counter-strike than go play the mod, don't steal their stuff...

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 19:14:00 GMT

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i did not... i do not know of a CS map thaet look like min at all! so if ur tlaking to me i wead likr to see the CS map like.... (BTW for me map im warking on haveit like up to 4 differt modes of pley... the some map but differt stuff)sorry for spelling:(i try all i can

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 19:52:00 GMT

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Someone should make like a CS game-mode/mod where theres an area you can buy you weps, and its Nod(terrorist) and GDI(counter-terrorist) and you fight till the last man standing, or terrorist can plant nuke (bomb) on target area, random person gets bomb each game, when person dies bomb is dropped for other team-mate pickup. And GDI(CT) has repair gun or (custom made repair gun) to diffuse nuke (bomb). Maybe there were will be a script invented for civilians where when you poke them they follow you and you can lead them to safty for extra points I think this isdea is quite possible wiht the scripts we have now. Maybe even try so special gun models for CS weapons!!!

Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 20:27:00 GMT

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I have a C-4 Explosive I could Use! They Get Repair guns and Have to plant C-4(nuke) on Ped... or something...

Subject: counter strike?

Posted by [Anonymous](#) on Fri, 31 Jan 2003 00:05:00 GMT

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Ok the map is almost finished. I just need to add the weapon and health spawners. Could anyone give me a basic step by step process on how to create a temp copy of a spawner so i can adjust the spawn times. Last time i did it it failed to have effect in the mix file.Thanks

Subject: counter strike?

Posted by [Anonymous](#) on Fri, 31 Jan 2003 04:15:00 GMT

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CS-Iceworld is not stealing. The map layout is a generic type, it has been used in other games too. I know of a version similar to IceWorld for UT. If anything the map layout dates back to bomberman or even earlier.

Subject: counter strike?

Posted by [Anonymous](#) on Fri, 31 Jan 2003 04:31:00 GMT

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quote:Originally posted by Davey98:i did not... i do not know of a CS map thae look like min at all! so if ur tlaking to me i wead likr to see the CS map like.... (BTW for me map im warking on haveit like up to 4 differt modes of pley... the some map but differt stuff)sorry for spelling:(i try all i canl was refering to dishcleaner above...(guilty people always jump out and try to prove their innocence the momment someone says something, even when no references or names were made) quote:Originally posted by dishcleaner:LOL i started a map based on what i think is the map Mice from cs (i played the map once and iceworld at a game cafe). I've just got the basic outline done, but i'm not sure if i should keep it as a smaller DM map (which i think it would be better as) or a full C&C map.hey.....We should make a [I]mod[I] with the full compilation of cs maps! w00t!^^^ This was the stupid idea i was talking about, people who are too untalented to come up with their own maps ^^

Subject: counter strike?

Posted by [Anonymous](#) on Fri, 31 Jan 2003 06:52:00 GMT

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quote:Originally posted by Sir Phoenixx: quote:Originally posted by Davey98:i did not... i do not know of a CS map thaet look like min at all! so if ur tlaking to me i wead likr to see the CS map like.... (BTW for me map im warking on haveit like up to 4 differt modes of pley... the some map but differt stuff)sorry for spelling:(i try all i canl was refering to dishcleaner above...(guilty people always jump out and try to prove their innocence the momment someone says something, even when no references or names were made) quote:Originally posted by dishcleaner:LOL i started a map based on what i think is the map Mice from cs (i played the map once and iceworld at a game cafe). I've just got the basic outline done, but i'm not sure if i should keep it as a smaller DM map (which i think it would be better as) or a full C&C map.hey.....We should make a [I]mod[I] with the full compilation of cs maps! w00t!^^ This was the stupid idea i was talking about, people who are too untalented to come up with their own maps ^^ People want CS MAPS IN RENEGADE! de_rats would be the best. I've seen the basic idea of that map in a Dreamcast game.

Subject: counter strike?

Posted by [Anonymous](#) on Fri, 31 Jan 2003 14:50:00 GMT

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"I have a C-4 Explosive I could Use! They Get Repair guns and Have to plant C-4(nuke) on Ped... or something..."Cool you think you can do this game-mode type?Besides script that tells the game to end game when the last man on opposing dies. There is also the spectator camera for those who die, how will we get that to work eh? maybe also a script so when a person dies and they become a spectator that they can't talk, since they might give away enemy position. Also take off free refill and put in a refill for only armour of something to prevent PT campers who would stay alive by waiting for opponet to come by and use PT to stay alive. If all this can be done then we have ourselves i nice looking game-mode

Subject: counter strike?

Posted by [Anonymous](#) on Sat, 01 Feb 2003 00:51:00 GMT

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quote:Originally posted by Sir Phoenixx:I was refering to dishcleaner above...(guilty people always jump out and try to prove their innocence the momment someone says something, even when no references or names were made)not true all the time but i know waet u mine

quote:Originally posted by dishcleaner:LOL i started a map based on what i think is the map Mice from cs (i played the map once and iceworld at a game cafe). I've just got the basic outline done, but i'm not sure if i should keep it as a smaller DM map (which i think it would be better as) or a full C&C map.hey.....We should make a [I]mod[I] with the full compilation of cs maps! w00t!^^ This was the stupid idea i was talking about, people who are too untalented to come up with their own maps ^^wall if thaey waet to do the waerk and do the map ok.... its not like u can move the CS map in to gmax and thaer u go...(mabey u can but still...have to do wark) but agine i know waet u mine gaes do not pley thim
