
Subject: C&C_DM_IceWorld.mix
Posted by [Anonymous](#) on Fri, 31 Jan 2003 07:58:00 GMT
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The map should be out soon. It has been converted to a mix and is ready to go. I just need to generate the vis to speed up the FPS and add finishing touches. The map was released back in december in PKG format although i didn't release it publically to everyone. The map is based on Ice World from Counterstrike. I was sent this map back in November and my clan friend thought it would be a nice idea to turn it into a team deathmatch for renegade. Is it a bit bigger then the CS version but i think that is needed to make the renegade version more playable. It is basically a square map with four blocks in the centre that have passages through them. It is similar to bomberman if you have ever played it. UPDATE: Testing was completed successfully so now it's time to generate the vis sectors for the map. I think it worked well being bigger, i think it was just the correct size, if it was any smaller then we would have the problems of spawn camping. We found a minor bug that i'm fixing now. Also we decided to omit certain weapons to improve gameplay. The download will be up shortly. [January 31, 2003, 08:13: Message edited by: General Havoc]

Subject: C&C_DM_IceWorld.mix
Posted by [Anonymous](#) on Fri, 31 Jan 2003 14:37:00 GMT
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Alrighty
