
Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Wed, 19 Feb 2003 23:28:00 GMT
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im making a map, this is an early screenie of it, i know you may say it is crap, BITE me, i don't care, im having fun with it, and just wanted to show off some of my hard work.<http://modx.renevo.com/showthread.php?s=&threadid=87> [February 19, 2003, 23:31:
Message edited by: Dante]

Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Wed, 19 Feb 2003 23:35:00 GMT
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Great map

Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Thu, 20 Feb 2003 01:55:00 GMT
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Eh... Symmetrical is alright, but that kind of layout has been done before. Perhaps if you make the center or sides interesting, it would be worth getting. At the moment it looks like another Hourglass without a large central hill to drive over.

Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Thu, 20 Feb 2003 03:47:00 GMT
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i agree with ACK.. some more variation in all maps would be cool

Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Thu, 20 Feb 2003 04:13:00 GMT
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Make a lot of tunnels, to encourage infantry warfare because with that design, I dont think many people will use the terrain for vehicles. 3 hotwires could take out that OB rushing it from the tunnel. Just jump around like morons until you get inside, so make sure you add some turret .

Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Thu, 20 Feb 2003 08:14:00 GMT
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ok, the center "hill" is more like a huge mountain, it is not glass, just have the properties set to see through so you can see the beginnings to the tunnel structure that will be in the middle of it. from a top view like that, it does have a feel of hourglass and walls, but, while doing my walk arounds checking for holes etc... it has doesn't feel like hourglass or walls, feels different, plus like i said, it is only about 10\% complete. thanks for the input, and lack of flames, keep em coming.

Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Thu, 20 Feb 2003 08:44:00 GMT
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Normally I wait until a model is textured but what the heck, I'll jump to conclusions. I think it looks good. It does kind resemble Hourglass in that screenshot but I like Hourglass so that can only be good.

Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Thu, 20 Feb 2003 09:14:00 GMT
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can you walk on the mid peice? i dont think so but i was just maken sure.... i like it though cant wait to d\l it hurry and finish so we can have a new map!! lol not that many people to play with any more but just finish it so we can play !! muahahahah im evil! NOT muahahhah j\k lol im bored in my stupid tech class!!! well off i go to listen to the techer lol

Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Thu, 20 Feb 2003 09:54:00 GMT
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no, you can't walk over the mountain, there is no repelling gear, or mountain climbing gear in Renegade :'(

Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Thu, 20 Feb 2003 11:48:00 GMT
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hehe, that would be cool, so far, so good!

Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Thu, 20 Feb 2003 12:26:00 GMT
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looks good, the thing in the middle, that's glass?

Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Thu, 20 Feb 2003 12:41:00 GMT
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glass would look cool from a flying vehicle!make it glass dante!!!

Subject: New map announcement (i will finish it)
Posted by [Anonymous](#) on Fri, 21 Feb 2003 00:14:00 GMT
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Looks nice dante When is it reaDY???
