

---

Subject: Map Ideas

Posted by [The Party](#) on Mon, 27 Apr 2009 19:08:02 GMT

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

---

Does anybody have any map ideas, I am thinking about making my very first official real map.

---

---

Subject: Re: Map Ideas

Posted by [ErroR](#) on Mon, 27 Apr 2009 19:08:54 GMT

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

---

dunno, make something small but nice

---

---

Subject: Re: Map Ideas

Posted by [JsxKeule](#) on Mon, 27 Apr 2009 19:09:20 GMT

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

---

maybe a cool snow map like winter\_conquest

but bigger and cooler

a mix between under and conquest winter

---

---

Subject: Re: Map Ideas

Posted by [The Party](#) on Mon, 27 Apr 2009 19:10:30 GMT

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

---

Maybe post some screenies with ideas, concept drawings are not really my thing.

---

---

Subject: Re: Map Ideas

Posted by [ErroR](#) on Mon, 27 Apr 2009 19:14:01 GMT

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

---

i had a concept about a mini inf only hourglass somewhere

---

---

Subject: Re: Map Ideas

Posted by [The Party](#) on Mon, 27 Apr 2009 19:15:24 GMT

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

---

There is not enough winter maps so I will make one of thoes, how about a map where there is a portal in the middle with winter on one side and summer on one side.

---

---

Subject: Re: Map Ideas

Posted by [JsxKeule](#) on Mon, 27 Apr 2009 19:50:55 GMT

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

---

yeah that sounds good

liek in tony hawk underground 2 remix (if any1 know that)

the inka/space/underworld map

---

Subject: Re: Map Ideas

Posted by [mrÅ£ÅŞÄ-z](#) on Mon, 04 May 2009 15:10:45 GMT

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

---

MAP IDEAS? ADD GRASS! CLICKY HERE TO SEE WHAT ME MEANS!

---

Subject: Re: Map Ideas

Posted by [ArtyWh0re](#) on Mon, 04 May 2009 16:14:39 GMT

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

---

I always wanted to see a town map, not like the C&C city and that. A map like that single player mission where you have to meet up with dead 6. The buildings and textures in that map were awesome.

---

Subject: Re: Map Ideas

Posted by [Reaver11](#) on Mon, 04 May 2009 18:38:09 GMT

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

---

MasterEvolution wrote on Mon, 27 April 2009 14:15 There is not enough winter maps so I will make one of thoes, how about a map where there is a portal in the middle with winter on one side and summer on one side.

I think it is possible but I wouldn't use teleporters. You could create one by adding either an animated texture on a mesh that has no physical collision or with a lot of alpha channels to make it semi-transparent.

---

Subject: Re: Map Ideas

Posted by [DarkKnight](#) on Wed, 06 May 2009 12:28:05 GMT

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

---

m00nLiTe wrote on Mon, 04 May 2009 11:14 I always wanted to see a town map, not like the C&C city and that. A map like that single player mission where you have to meet up with dead 6. The buildings and textures in that map were awesome.

---

There are a few maps like this.

C&C\_Creekdale\_flying  
C&C\_Death\_Village  
C&C\_Forgotten\_Town

---

Subject: Re: Map Ideas  
Posted by [LiL KiLLa](#) on Wed, 06 May 2009 12:33:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Darkknight wrote on Wed, 06 May 2009 14:28m00nLiTe wrote on Mon, 04 May 2009 11:14l always wanted to see a town map, not like the C&C city and that. A map like that single player mission where you have to meet up with dead 6. The buildings and textures in that map were awesome.

There are a few maps like this.

C&C\_Creekdale\_flying  
C&C\_Death\_Village  
C&C\_Forgotten\_Town

where can I get them

---

Subject: Re: Map Ideas  
Posted by [DarkKnight](#) on Thu, 07 May 2009 11:40:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

RUSSAKii\_NA\_WSEGDA wrote on Wed, 06 May 2009 15:33Darkknight wrote on Wed, 06 May 2009 14:28m00nLiTe wrote on Mon, 04 May 2009 11:14l always wanted to see a town map, not like the C&C city and that. A map like that single player mission where you have to meet up with dead 6. The buildings and textures in that map were awesome.

There are a few maps like this.

C&C\_Creekdale\_flying  
C&C\_Death\_Village  
C&C\_Forgotten\_Town

where can I get them

Subject: Re: Map Ideas

Posted by [mr£\\$Ä-z](#)

on Thu, 07 May 2009 14:48:35 GMT

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

---

Like i said, just make a boring map, after adding some trees and bushes and grass it will look sexy,

Toggle Spoiler

---

Subject: Re: Map Ideas

Posted by [Gen\\_Blacky](#) on Thu, 07 May 2009 15:10:38 GMT

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

---

madrackz wrote on Thu, 07 May 2009 09:48: Like i said, just make a boring map, after adding some trees and bushes and grass it will look sexy,

Toggle Spoiler

this true but you don't want a map that looks like a box or with no terrain features.

---

Subject: Re: Map Ideas

Posted by [mr£\\$Ä-z](#)

on Sat, 09 May 2009 15:13:34 GMT

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

---

Did you say town map?

Toggle Spoiler

---

Subject: Re: Map Ideas

Posted by [DarkKnight](#) on Wed, 13 May 2009 02:34:19 GMT

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

---

madrackz wrote on Sat, 09 May 2009 10:13Did you say town map?

Toggle Spoiler

i think he meant with the buildings like from the single player version, like the ones i posted. there are a lot of maps with towns in them.

Btw what map is that?

---

---

Subject: Re: Map Ideas  
Posted by [mr£Ä\\$Ä-z](#) on Thu, 14 May 2009 18:05:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

My own map

---