Subject: [Map] C&C Freaky Castle (Sniper Beta)
Posted by Di3HardNL on Mon, 27 Apr 2009 20:20:08 GMT
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Well I think its finished, I hope you will like it I took me some time. I am releasing as a beta
because there are still some bugs in it. And maybe there are more of which I don't know.

- There are no bullet holes when you shoot on anything
- I have to change the .tga textures into .dds.
- Change the map name because its a dumb name, only I have no clue how I should name it

Here is a video! I added the sounds afterwards by the way. You won't hear them when you are
playing

http://www.youtube.com/watch?v=6BXyvrnoGWk

File Attachments
1) C&C_Freaky_Castle_Sniper.rar, downloaded 203 times

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by JsxKeule on Mon, 27 Apr 2009 20:23:13 GMT
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the map is actually really cool
the only bad thing that you dont said
are the stairs i think they are big
and in test version they were laggy

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by ArtyWh0re on Mon, 27 Apr 2009 21:09:55 GMT
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Looks really nice, Well done. I imagine the stairs would be laggy.

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by YazooGang on Mon, 27 Apr 2009 22:48:18 GMT
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Nice but one problem, its not freaky.

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by Gohax on Tue, 28 Apr 2009 00:00:27 GMT
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Looks pretty good bro. This would definitely add a different feel of sniping to the game.

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by DarkKnight on Tue, 28 Apr 2009 02:35:07 GMT
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where's the pt's? i downloaded the map and couldnt find any place to buy a sniper gun

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by Scrin on Tue, 28 Apr 2009 05:03:35 GMT
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hmmm, this is me or there no NOD character images?

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by ErroR on Tue, 28 Apr 2009 11:56:41 GMT
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No, ur just advertising ur new HUD, which is really sexy

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by Di3HardNL on Tue, 28 Apr 2009 12:23:27 GMT
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Thanks for the replys. The lion heads in the rooms will be the PT's only I didn't add them yet

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by Di3HardNL on Tue, 28 Apr 2009 14:49:45 GMT
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I will fix the last things when some server is interested in it

I am already working on my new project!
This will be my new project, and I will start a new thread once I got some progress

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by JsxKeule on Tue, 28 Apr 2009 14:51:58 GMT
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did you made this photo ???
cause i think i recognize it from my summer holiday in netherlands

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by Di3HardNL on Tue, 28 Apr 2009 15:13:02 GMT
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No I got it from google

I dont even know where this is

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by JsxKeule on Tue, 28 Apr 2009 18:36:30 GMT
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this was 2 years ago
in any building from napoleon i think
near julianadorp

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by Reaver11 on Tue, 28 Apr 2009 18:42:59 GMT
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Nice work Diehard. I hope someone is going to host it

Subject: Re: [Map] C&C Freaky Castle (Sniper Beta)
Posted by Goobers on Thu, 30 Apr 2009 11:11:15 GMT
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im not a fan of making skins but i would love to be able to make a map, i like it, should ask matrix
to host it