Subject: New map: C&C_AD_Gateshead.mix
Posted by Cpo64 on Fri, 07 Mar 2003 05:43:54 GMT
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Map Name: C&C_AD_Gateshead.mix

Location: Gateshead Island, Northern Canada

Description: An Attack and Defend map. Nod is put on the defensive when GDI storms the artic

off mainland base. Nod must protect their base at all costs and eliminate the two GDI Gunboats
just off the shore.

Pictures:
http://www.n00bstories.com/image.fetch.php?id=1521546757
http://www.n00bstories.com/image.fetch.php?id=1647782739
http://www.n00bstories.com/image.view.php?id=2003693489
http://www.n00bstories.com/image.view.php?id=1100083758
http://www.n00bstories.com/image.fetch.php?id=1752745405
http://www.n00bstories.com/image.view.php?id=1311740622
http://www.n00bstories.com/image.view.php?id=1134104634

I am teaching sailing this weekend, so I will upload the map for download next week.

Subject: New map: C&C_AD_Gateshead.mix
Posted by Titan1x77 on Fri, 07 Mar 2003 06:02:50 GMT
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looks nice!!...keep up the good work!

Subject: New map: C&C_AD_Gateshead.mix
Posted by Sk8rRIMuk on Fri, 07 Mar 2003 10:36:47 GMT
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Looks nice I like the helicopter drop off...

The gunboats look ace on the water great this is gonna be kool if you use them...

As Titan1x77 said "keep up the good work".

-Sk8rRIMuk

Subject: Nice maps

Posted by zeratul2400 on Fri, 07 Mar 2003 12:14:25 GMT
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yes is a nice maps I like the Transport Systeme is sweet
the maps is cool to

Subject: New map: C&C_AD_Gateshead.mix
Posted by Halo38 on Fri, 07 Mar 2003 14:07:40 GMT
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was the transport drop done using dantes script???? or is that still in the works??

Subject: New map: C&C_AD_Gateshead.mix
Posted by Griever92 on Sat, 08 Mar 2003 23:30:16 GMT
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Great, looks like a nice map, can't wait to download.

Subject: New map: C&C_AD_Gateshead.mix
Posted by bigwig992 on Sun, 09 Mar 2003 03:41:49 GMT
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Yeah, that looks great!

Subject: New map: C&C_AD_Gateshead.mix
Posted by dead4ayear2 on Sun, 09 Mar 2003 03:48:59 GMT
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bigwig992Yeah, that looks great!
That's a big, uncompressed pic in your sig there buddy.

That map looks good. But you should only have one flare in a place at a time.

Subject: New map: C&C_AD_Gateshead.mix
Posted by Halo38 on Sun, 09 Mar 2003 10:58:57 GMT
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The heli drop off is excellent how did you do it!!!!!!

HOW!! HOW!! HOW!!!

Subject: New map: C&C_AD_Gateshead.mix
Posted by OrcaPilot26 on Sun, 09 Mar 2003 11:51:55 GMT
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Halo38The heli drop off is excellent how did you do it!!!!!!

HOW!! HOW!! HOW!!!

it seems to be the result of some type of script

Subject: New map: C&C_AD_Gateshead.mix
Posted by Griever92 on Sun, 09 Mar 2003 16:20:03 GMT
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OrcaPilot26Halo38The heli drop off is excellent how did you do it!!!!!!

HOW!! HOW!! HOW!!!

it seems to be the result of some type of script

It's probably one of Dante's, i remember him talking about a script like that once.

Subject: New map: C&C_AD_Gateshead.mix
Posted by Cpo64 on Tue, 11 Mar 2003 17:35:03 GMT
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It is a text animation script, it works the same way the Nod C-130 (133?) works.
The Gunboats are nothing more then glorified rocket launching turrets.
I should have it for download soon, I just have to figure out how to get it hosted, I think I will start

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Subject: New map: C&C_AD_Gateshead.mix
Posted by Halo38 on Tue, 11 Mar 2003 18:12:38 GMT
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Cpo64It is a text animation script, it works the same way the Nod C-130 (133?) works.
The Gunboats are nothing more then glorified rocket launching turrets.
I should have it for download soon, I just have to figure out how to get it hosted, I think I will start

I love that feature it really rocks! do you mind if you sent/allowed me to extract the animation

script! and use it credit to creator will be given (if you creator then credit to you my friend!)

Mail it to me em02pmc@brunel.ac.uk

Subject: New map: C&C_AD_Gateshead.mix
Posted by Cpo64 on Tue, 11 Mar 2003 19:04:13 GMT
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Halo38

I love that feature it really rocks! do you mind if you sent/allowed me to extract the animation script! and use it credit to creator will be given (if you creator then credit to you my friend!)

Mail it to me em02pmc@brunel.ac.uk

I am not the crator, but I edited it for my use, there are credits in the script its self, I will send you the zip, or you could extract it. Inside the mix there are extraction rights.

Subject: New map: C&C_AD_Gateshead.mix
Posted by Halo38 on Tue, 11 Mar 2003 19:17:00 GMT
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Cpo64Halo38

I love that feature it really rocks! do you mind if you sent/allowed me to extract the animation script! and use it credit to creator will be given (if you creator then credit to you my friend!)

Mail it to me em02pmc@brunel.ac.uk

I am not the crator, but I edited it for my use, there are credits in the script its self, I will send you the zip, or you could extract it. Inside the mix there are extraction rights.

Great, don't worry i'll do everything by the book!