

---

Subject: New map C&C D-Day  
Posted by [Di3HardNL](#) on Tue, 30 Jun 2009 21:15:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I made a new map for Renegade Its not totally finished yet but I have not much time the next couple of days so I decided to make an early video to see what you guys think!

<http://www.youtube.com/watch?v=8JhAyj6BjLQ>

I'll upload the map when I finished it.

---

---

Subject: Re: New map C&C D-Day  
Posted by [Killgeak](#) on Tue, 30 Jun 2009 21:20:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nice

---

---

Subject: Re: New map C&C D-Day  
Posted by [ErroR](#) on Tue, 30 Jun 2009 21:30:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

interesting, but the plane texture is bad

---

---

Subject: Re: New map C&C D-Day  
Posted by [JeepRubi](#) on Tue, 30 Jun 2009 21:44:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Finally, something that isn't horrible in the mod forum!

I would suggest getting some sunlight on there and doing the compute vertex solve with the check occlusion thing. Sorry if my terminology is off, I haven't used LE for years.

---

---

Subject: Re: New map C&C D-Day  
Posted by [\\_SSnipe\\_](#) on Wed, 01 Jul 2009 00:14:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Love it

---

---

Subject: Re: New map C&C D-Day  
Posted by [anant](#) on Wed, 01 Jul 2009 00:19:56 GMT

---

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

---

WOW  
JUST WOW  
EDIT: I would change the spawn area, so no spawn killing

---

---

Subject: Re: New map C&C D-Day  
Posted by [\\_SSnipe\\_](#) on Wed, 01 Jul 2009 00:21:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Now we need nazi nod bots guarding the shore

---

---

Subject: Re: New map C&C D-Day  
Posted by [wubwub](#) on Wed, 01 Jul 2009 00:23:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Awoomse

---

---

Subject: Re: New map C&C D-Day  
Posted by [Lone0001](#) on Wed, 01 Jul 2009 03:21:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The map is nice but it's not what I'd expect, with the name C&C D-Day I think of a survival type or war type map (snipers of course would be part of that but not just snipers), not a sniper map, though this map in particular would not be good for that type of thing, new name?

---

---

Subject: Re: New map C&C D-Day  
Posted by [anant](#) on Wed, 01 Jul 2009 03:28:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

SSnipe wrote on Tue, 30 June 2009 19:21 Now we need nazi nod bots guarding the shore if they are killed in 1 shot gotta make it realistic

---

---

Subject: Re: New map C&C D-Day  
Posted by [YazooGang](#) on Wed, 01 Jul 2009 05:41:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

screen shots please, you just always post videos that are low quality ( i mean youtube makes it low)

---

Subject: Re: New map C&C D-Day  
Posted by [anant](#) on Wed, 01 Jul 2009 07:26:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

negative. watch in HQ

---

Subject: Re: New map C&C D-Day  
Posted by [Xena](#) on Wed, 01 Jul 2009 09:09:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

if u want people to use this as a sniper map, pls put one base on one side, and the other base on the other side and not that close to eachother.  
and it's very easy to spawn kill if the lookout on that place

---

Subject: Re: New map C&C D-Day  
Posted by [Omar007](#) on Wed, 01 Jul 2009 10:25:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Beside from the spawn in the open this map is AWESOME!

---

Subject: Re: New map C&C D-Day  
Posted by [wittebolx](#) on Wed, 01 Jul 2009 11:59:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Like everybody already said, if you could change the spawn places then it would make a nice map for TDM.

---

Subject: Re: New map C&C D-Day  
Posted by [Tupolev TU-95 Bear](#) on Wed, 01 Jul 2009 14:58:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

LOL nice map

but poor pilot in that plane crash

---

Subject: Re: New map C&C D-Day  
Posted by [Gen\\_Blacky](#) on Wed, 01 Jul 2009 15:12:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nice but but I hope that's not Omaha Beach.

---

Subject: Re: New map C&C D-Day  
Posted by [Gohax](#) on Wed, 01 Jul 2009 19:07:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You can easily put blockers to stop from spawn-killing tbh..

I think this would be a good sniper map. I honestly think it would go way better with ctf, but sniping is the next best thing

Nice work bro.

---

---

Subject: Re: New map C&C D-Day  
Posted by [\\_SSnipe\\_](#) on Wed, 01 Jul 2009 19:46:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

there should be navel fleets in the distance in the water

---

---

Subject: Re: New map C&C D-Day  
Posted by [nopol10](#) on Thu, 02 Jul 2009 10:12:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

SSnipe wrote on Thu, 02 July 2009 03:46there should be navel fleets in the distance in the water

That sentence doesn't look right... :S

Nice map there, although it seems a bit small for D-Day.

---

---

Subject: Re: New map C&C D-Day  
Posted by [YazooGang](#) on Thu, 02 Jul 2009 15:45:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nopol10 wrote on Thu, 02 July 2009 05:12SSnipe wrote on Thu, 02 July 2009 03:46there should be navel fleets in the distance in the water

That sentence doesn't look right... :S

Nice map there, although it seems a bit small for D-Day.  
Yep too small.

---