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Subject: C&C\_Siberia

Posted by [crazfulla](#) on Thu, 27 Aug 2009 06:57:11 GMT

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Well one of my long-in-the-making maps is nearing completion. I have managed to get most of the scripts setup, all that remains is to generate VIS. But currently it doesn't have any tunnels... I am thinking, are they really necessary? I mean, most maps have them, but would people play a map that didn't? It has plenty of high ground that can only be accessed by infantry though, so it won't be all tank warfare. There are a few screenshots below which should give you some idea of the size and style of the map. Just thought that if I want to add tunnels I better do it now so I don't have to redo the VIS later... as it will take some time, being a medium sized map (big, but not cairo big).

So yeh go for it. Ask questions, make suggestions, etc.

piccys

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### File Attachments

1) [siberia\\_ss2.jpg](#), downloaded 770 times



2) [siberia\\_ss6.jpg](#), downloaded 753 times



3) [siberia\\_ss5.jpg](#), downloaded 755 times





4) [siberia\\_ss4.jpg](#), downloaded 854 times



5) [siberia\\_ss3.jpg](#), downloaded 762 times



6) [siberia\\_ss1.jpg](#), downloaded 766 times



Subject: Re: C&C\_Siberia  
Posted by [Reaver11](#) on Thu, 27 Aug 2009 09:03:25 GMT  
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Looks very nice.

Btw I see repairbays I hope you used a new fixed building controller for that? (Since the original one gives that nice electrical current thingy in the middle of the map, which sucks up mines)

If not I can explain how to do it.

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Subject: Re: C&C\_Siberia  
Posted by [ArtyWh0re](#) on Thu, 27 Aug 2009 09:41:54 GMT  
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Looks very beautiful. Could become a popular map for fan map servers.

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Subject: Re: C&C\_Siberia  
Posted by [ErroR](#) on Thu, 27 Aug 2009 10:32:35 GMT  
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looks nice,but add a panoramic screenshot

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Subject: Re: C&C\_Siberia  
Posted by [Di3HardNL](#) on Thu, 27 Aug 2009 10:33:03 GMT  
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looks cool with the different light for both teams

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Subject: Re: C&C\_Siberia  
Posted by [Omar007](#) on Thu, 27 Aug 2009 14:26:58 GMT  
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ErroR wrote on Thu, 27 August 2009 12:32looks nice,but add a panoramic screenshot  
Di3HardNL wrote on Thu, 27 August 2009 12:33looks cool with the different light for both teams

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Subject: Re: C&C\_Siberia  
Posted by [crazfulla](#) on Thu, 27 Aug 2009 22:39:41 GMT  
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lol thanx for the cred. So I assume thats a "hurry up and finish it" ?

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Subject: Re: C&C\_Siberia

Posted by [R315r4z0r](#) on Fri, 28 Aug 2009 01:07:47 GMT

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It looks nice. But can you show off more of the map itself?

Maybe some landmarks in the field? Just to get a basic feel of how the combat would be.

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Subject: Re: C&C\_Siberia

Posted by [Starbuzz](#) on Fri, 28 Aug 2009 01:20:41 GMT

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R315r4z0r wrote on Thu, 27 August 2009 20:07It looks nice. But can you show off more of the map itself?

Maybe some landmarks in the field? Just to get a basic feel of how the combat would be.

yeah, somthing like a overview of the map would be cool that shows the bases and distance and routes.

As for tunnels, it's not really needed...it would probably be like C&C Wasteland with most sniping going on outdoors...though that map does have some tiny segment of tunnel.

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Subject: Re: C&C\_Siberia

Posted by [nikki6ixx](#) on Fri, 28 Aug 2009 02:04:53 GMT

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I think I recall NOD bases in Tiberian Sun being lit by red lights, so what you've done is a nice touch. Keep up the good work!

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Subject: Re: C&C\_Siberia

Posted by [SniperKitten](#) on Fri, 28 Aug 2009 04:04:09 GMT

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Looks Like An Awsome Map, I Might Even Put it on my server if that would be ok with you.

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Subject: Re: C&C\_Siberia

Posted by [crazfulla](#) on Fri, 28 Aug 2009 06:51:19 GMT

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There aren't any really flash landmarks at present. I made the basic terrain a while ago when I was experimenting in RenX, so I never really knew where I was going with the map lol. but yeah it looks like Tiberian Sun so I was thinking of adding some TS buildings.

Anyone care to make me some?

You can see there is a tunnel near each Refinery, that leads to the tib fields. There is a teleporter in each Refinery also that sends troops to the tib field so they can better defend the harvester - given that harvesting is player controlled.

I would like a server to test it on at some point. At the moment only the bases are setup, need to add a few emitters, crate and weapon spawns, etc, just general junk.

Oh and if you want to see an overview click here

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Subject: Re: C&C\_Siberia  
Posted by [Omar007](#) on Fri, 28 Aug 2009 09:31:06 GMT  
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crazfulla wrote on Fri, 28 August 2009 00:39lol thanx for the cred. So I assume thats a "hurry up and finish it" ?  
Yea it is

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Subject: Re: C&C\_Siberia  
Posted by [Dreganius](#) on Fri, 28 Aug 2009 13:07:19 GMT  
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