Subject: Map Makers!
Posted by Mr.Mom on Wed, 02 Sep 2009 04:32:58 GMT
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I got an idea for hourglass. If there is anybody out there who feels confident in their map making ability, is willing to hear my idea out, and bring it to life, then respond here.

Subject: Re: Map Makers!
Posted by GEORGE ZIMMER on Wed, 02 Sep 2009 05:33:08 GMT
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You know, it might be smart to just say the idea rather than saying "respond if you want my idea!!!". People usually don't give the square root of shit for your ideas for them to work on.

Subject: Re: Map Makers!
Posted by Gen_Blacky on Wed, 02 Sep 2009 05:50:51 GMT
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GEORGE ZIMMER wrote on Wed, 02 September 2009 00:33You know, it might be smart to just say the idea rather than saying "respond if you want my idea!!!". People usually don't give the square root of shit for your ideas for them to work on.

^

Subject: Re: Map Makers!
Posted by Reaver11 on Wed, 02 Sep 2009 14:14:37 GMT
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EDIT: Srry posted this in the wrong thread.
My post was ment for another topic called 'making a new map'

(old message) Yeah I should have realised that earlier. Im just gona make a tempelate now. (In the buildings.zip are the ground placements)
Ill just make a tempelate and boolean it out.)

Subject: Re: Map Makers!
Posted by danpaul88 on Wed, 02 Sep 2009 14:23:32 GMT
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Wait a minute, you have two accounts? I thought that was against the forum code of conduct?

I didnt realise Mr. Mon was the same person as Reaver11... rather deceptive of you...

EDIT: Actually... considering one of you posted from a US IP and the other from a netherlands IP I am going to assume Reaver11's post is misleading
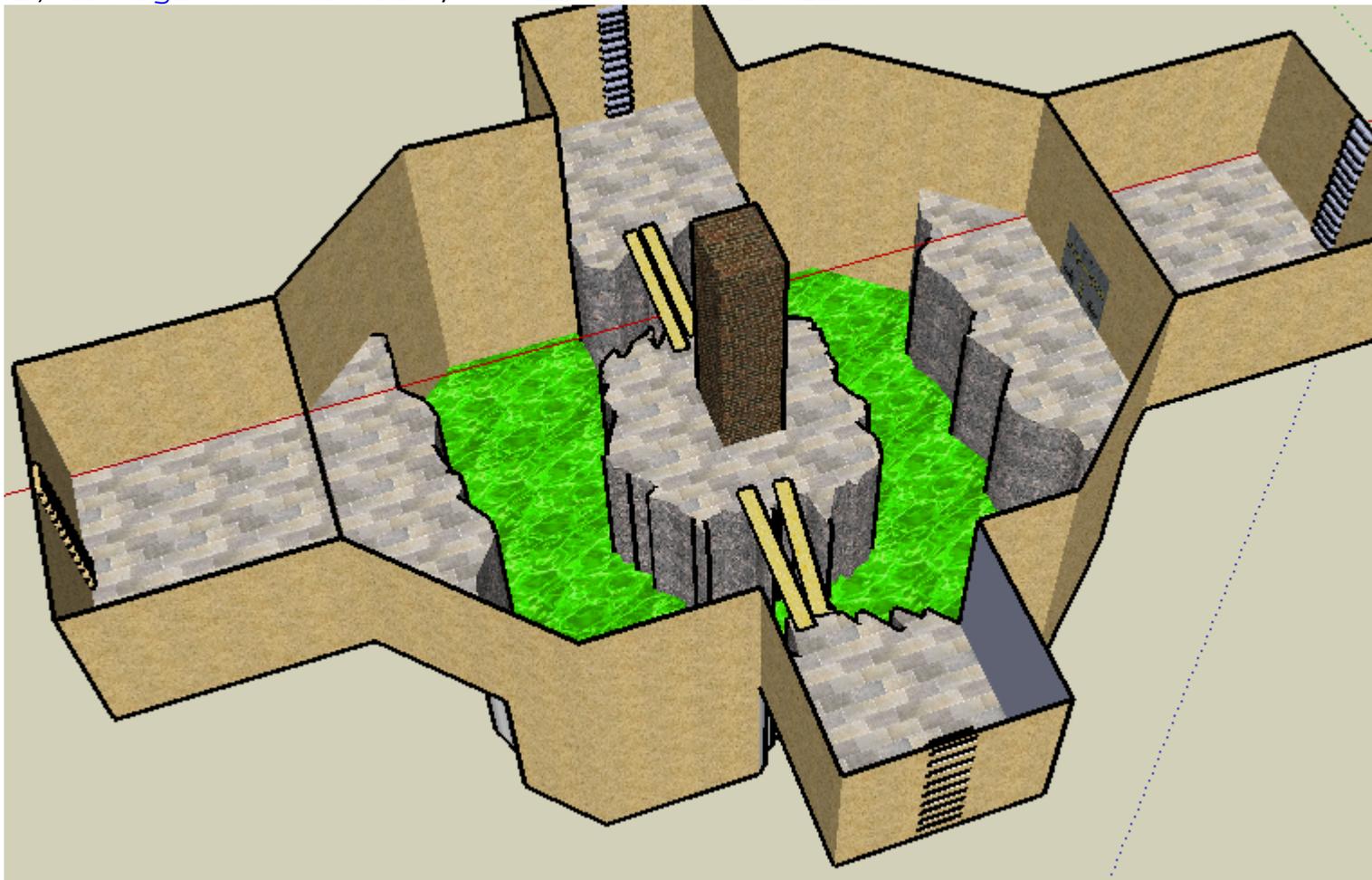
EDIT 2: See above post.

Subject: Re: Map Makers!
Posted by ErroR on Wed, 02 Sep 2009 18:07:16 GMT
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can i spam my idea?

File Attachments
1) hourglass tuns.PNG, downloaded 331 times

Subject: Re: Map Makers!
Posted by Di3HardNL on Wed, 02 Sep 2009 21:00:15 GMT
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I'm begging for some requests I can make for people,

So lets hear your idea's!!!

Subject: Re: Map Makers!
Posted by marcin205 on Wed, 02 Sep 2009 21:13:35 GMT
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its good map with damage burning vehs nod/gdi bugggy without wheel,stanks,meds,artys,apcs
burning vehs looks like some fight will over 5 ming ago lol

Subject: Re: Map Makers!
Posted by Mr.Mom on Thu, 03 Sep 2009 04:49:14 GMT
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I actually have a couple ideas for Hourglass. I think most people don't like hourglass and leave the
map because of the 30 minute stalemate. So I tried to think of some ideas to take away that
stalemate AKA Hourglass 2. Here are 3 different ideas I guess choose the one that intrigues you
the most.

1. Extend the sides of the map into the sides of GDI and NOD bases.

2. Take out the sides of the map and insert an underground cave that vehicles may enter. Think of
the map "field" underground. Obviously the underground would not be an exact layout of field, but
a wide area underground to fight. So fight on top of the hill or underground.

3. Take out the Big Hill and put a mountain there or something. Create an underground cave to
battle in and leave the sides extended or the same as they are.. Fight underground or the sides.

The theme for any of the ideas would be tropical.

They are all pretty vague ideas so if anybody wants to give any of them shot a lot is left for the
imagination.

Let the flame begin! lol

Subject: Re: Map Makers!
Posted by ErroR on Thu, 03 Sep 2009 11:03:27 GMT
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i don't see why someone should flame you it's actually a gud idea(s), because the map will be separate anyway (right?)