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Subject: Egypt Field

Posted by [ReLoaDeD](#) on Sat, 17 Oct 2009 10:03:37 GMT

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Egypt Field..

It does NOT change anything in other maps...

Preview's :

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File Attachments

1) [EgyptFieldSetup.exe](#), downloaded 319 times

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Subject: Re: Egypt Field

Posted by [Tupolev TU-95 Bear](#) on Sat, 17 Oct 2009 10:22:23 GMT

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epic win

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Subject: Re: Egypt Field

Posted by [Good-One-Driver](#) on Sat, 17 Oct 2009 15:43:16 GMT

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i love it alot i will definitley use it

thank you relax good work

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Subject: Re: Egypt Field

Posted by [\\_SSnipe\\_](#) on Sat, 17 Oct 2009 16:29:45 GMT

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Wow, I love this one.

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Subject: Re: Egypt Field

Posted by [ErroR](#) on Sat, 17 Oct 2009 18:10:35 GMT

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sexy

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Subject: Re: Egypt Field

Posted by [Omar007](#) on Sat, 17 Oct 2009 18:48:44 GMT

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ErroR wrote on Sat, 17 October 2009 20:10sexy

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Subject: Re: Egypt Field

Posted by [Altzan](#) on Sat, 17 Oct 2009 21:20:49 GMT

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The whole "river in the middle of a desert" is really weird.

But I love this anyway, the textures are excellent. Great work!

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Subject: Re: Egypt Field

Posted by [gnoepower](#) on Sat, 17 Oct 2009 21:46:33 GMT

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Altzan wrote on Sat, 17 October 2009 16:20The whole "river in the middle of a desert" is really weird.

But I love this anyway, the textures are excellent. Great work!

Whats weird about that?

I mean the only reason why people were living in Egypt was because of the river that goes through Egypt.

The trees are something you should fix though, I mean loaf trees in a desert, atleast make palm trees of those.

Also the barn makes me thing of those white/black houses in Germany and Switzerland I don't know how they are called at the moment. You could change those textures to stones.

Besides that, the map is awesome like the most of your other work.

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Subject: Re: Egypt Field

Posted by [liquidv2](#) on Sat, 17 Oct 2009 22:34:07 GMT

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i expect Pharotek to play in the tunnels at all times  
nice

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Subject: Re: Egypt Field

Posted by [wubwub](#) on Sat, 17 Oct 2009 23:06:51 GMT

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Altzan wrote on Sat, 17 October 2009 22:20The whole "river in the middle of a desert" is really weird.  
But I love this anyway, the textures are excellent. Great work!  
Its teh nile!!

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Subject: Re: Egypt Field

Posted by [kill](#) on Sun, 18 Oct 2009 00:07:07 GMT

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sweet

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Subject: Re: Egypt Field

Posted by [Altzan](#) on Mon, 19 Oct 2009 06:38:33 GMT

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Lol, I know deserts have rivers, but the image still puts me off for some reason.  
That's just me though so no worries

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Subject: Re: Egypt Field

Posted by [samous](#) on Mon, 02 Nov 2009 02:02:14 GMT

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Gee, maybe it's the WATERFALL! that makes it look odd to be a desert... but good work, a LOT better then I could ever do I'd say.

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Subject: Re: Egypt Field

Posted by [ErroR](#) on Tue, 03 Nov 2009 11:52:27 GMT

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change the water with sand, so it's quick sand!

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Subject: Re: Egypt Field

Posted by [Gen\\_Blacky](#) on Wed, 04 Nov 2009 18:38:24 GMT

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fix the agt but that means redoing the hex edit work. When you hex edit look at the mesh names attached to that texture. I had the same problem.

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Subject: Re: Egypt Field

Posted by [Silverlight](#) on Wed, 04 Nov 2009 21:16:46 GMT

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Nice one, I like it.

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