
Subject: [Map] C&C_CaptureTheBunker Final Release
Posted by [rrutk](#) on Wed, 28 Sep 2011 14:07:47 GMT
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Here is C&C_CaptureTheBunker, Version 1.0:

<http://uploaded.to/file/f9x2rsI9>

Description:

This map presents an old, never used Westwood SAM-Bunker and offers a special game mode.

It's a combination between Team-Deathmatch and CnC-Mode:

A GDI raid attacks the lower entrance of a NOD SAM-Bunker.
Their mission is to destroy the SAM located at the highest floor.
GDI supplies are available from their APCs only (mobile PT's situated there).

Nods mission is quite clear: defend the SAM at all costs.
Nod have PTs located within the facility.

GDI wins, if they destroy the SAM (building destroyed).

Otherwise the decision is made by team deathcount (1000).
If deathcount isn't reached, decision is made by points.

Have fun!
rrutk

PS: If you have any problems concerning missing textures, delete all your *.thu-files manually!

//

Someone who is really firm with making maps, e.g. ACK, is allowed to improve it, if interested...
I've no idea about lightmapping, VIS and stuff...

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Pictures:

Subject: Re: [Map] C&C_CaptureTheBunker Final Release

Posted by [rrutk](#) on Fri, 30 Sep 2011 10:58:17 GMT

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it has the same handicap then any infantry only map, but if you try it with a lot people in one may realize, that it is pretty fun to have a lot infantry encounters in such a narrow room.

gdi needs to capture some floors to destroy the samside on the upper level, nod needs to fight them down and to hold.

the plp i know liked it. it's simply fun.

and, don't forget, it has a death match mode too. DM maps play most time in narrow areas. and what better to chose then a multi-level-tower, where you can shoot from bottom up and from the higher levels down.

Subject: Re: [Map] C&C_CaptureTheBunker Final Release

Posted by [kamuixmod](#) on Fri, 30 Sep 2011 17:58:18 GMT

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download is bugged, i get a unnamed file.

Subject: Re: [Map] C&C_CaptureTheBunker Final Release

Posted by [rrutk](#) on Fri, 30 Sep 2011 18:21:51 GMT

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kamuixmod wrote on Fri, 30 September 2011 10:58download is bugged, i get a unnamed file.

download from <http://uploaded.to/file/f9x2rsl9> or do you mean the attachment?

Subject: Re: [Map] C&C_CaptureTheBunker Final Release

Posted by [kamuixmod](#) on Fri, 30 Sep 2011 22:29:34 GMT

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yes, download it yourself and u will see it.

Subject: Re: [Map] C&C_CaptureTheBunker Final Release

Posted by [rutk](#) on Fri, 30 Sep 2011 23:41:55 GMT

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kamuixmod wrote on Fri, 30 September 2011 15:29yes, download it yourself and u will see it.

works fine for me.

Subject: Re: [Map] C&C_CaptureTheBunker Final Release

Posted by [iRANian](#) on Fri, 14 Oct 2011 15:13:42 GMT

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Nice looking map, plays like shit though.

I get a few missing textures:

<http://i.imgur.com/0ZIRS.jpg>

<http://i.imgur.com/aWnQU.jpg>

Subject: Re: [Map] C&C_CaptureTheBunker Final Release

Posted by [rutk](#) on Tue, 25 Oct 2011 10:16:58 GMT

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delete your *.thu files.

Subject: Re: [Map] C&C_CaptureTheBunker Final Release

Posted by [iRANian](#) on Tue, 25 Oct 2011 13:09:31 GMT

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I did.
