
Subject: C&C_Big Walls (Betatesters needed)
Posted by [laeubi](#) on Sun, 09 Mar 2003 19:23:15 GMT
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The map can be found at <http://www.laeubi.de/maps/bigwalls>
I'll later upload some screenshots.

Subject: C&C_Big Walls (Betatesters needed)
Posted by [forsaken](#) on Sun, 09 Mar 2003 19:37:10 GMT
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I'll give it a try.

Subject: C&C_Big Walls (Betatesters needed)
Posted by [PiMuRho](#) on Sun, 09 Mar 2003 20:14:43 GMT
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I love the walls, although I think they could do with a bit of retexturing, and where the walls meet the towers, you have some alignment issues. I'd also redo the mountain texture - it looks very "samey"

Nice map though.

Subject: C&C_Big Walls (Betatesters needed)
Posted by [Xtrm2Matt](#) on Sun, 09 Mar 2003 20:56:55 GMT
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Hey There!

Nice map, good to play too. I agree on the texturing though.
I only really found 1 bug in it, click the links below :-

<http://www.n00bstories.com/image.fetch.php?id=1857500938>
You can gain access to pretty much anywhere by this..

<http://www.n00bstories.com/image.fetch.php?id=1895993940>
Here you can see where exactly this is..

<http://www.n00bstories.com/image.fetch.php?id=1312898328>
This is just a picture showing you that you can gain access everywhere..

Hope this helps in the map!

Subject: C&C_Big Walls (Betatesters needed)
Posted by [Halo38](#) on Sun, 09 Mar 2003 22:08:12 GMT
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Texture Blending
Texture Blending
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My work here is done

Subject: C&C_Big Walls (Betatesters needed)
Posted by [laeubi](#) on Sun, 09 Mar 2003 22:33:25 GMT
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I have now uploaded some screenshots

Subject: C&C_Big Walls (Betatesters needed)
Posted by [Vegito](#) on Sun, 09 Mar 2003 22:52:28 GMT
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Hehehe that humvee drive around the map thing is kinda fun.

Looks ok.Needs some work still but I guess thats why its still a beta.

Subject: C&C_Big Walls (Betatesters needed)
Posted by [MoDMaNiA](#) on Mon, 10 Mar 2003 00:19:31 GMT
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looks very cool, maybe some moss texture blended in the mountain but looks pretty fun.

Subject: C&C_Big Walls (Betatesters needed)
Posted by [Sk8rRIMuk](#) on Mon, 10 Mar 2003 00:47:18 GMT
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Downloading as we speak.

EDIT: I have just played it and the first thing I noticed was it seemed to be infuclenced by C&C Walls (as said before) and certain walls from RA2...

It seems to be a good place for a sniper game as it has very high walls with structures at the top that resembel pill boxes (have no idea of the proper name for these)...

The tunnels have a nice glow to them which shows you which side you are going to come out on...

The tiberium fields are nice I always like to see things that have been modified rather than sticking with the original...

Like walls the focal point is the structure in the center in this level unfortunately you are not able to clamber up on top, it has a better tunnel system inside though...

I could keep going on about this mod but I do not want to completely spoil it for you so download it and take a look for yourself.

-Sk8rRIMuk
