
Subject: Project Westwood: Volcano

Posted by [zunnie](#) on Wed, 04 Sep 2013 03:53:26 GMT

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Available Project Westwood Maps:

Canyon | Hourglass & Hourglass Flying | Islands

Under | Volcano | Walls Flying

Volcano Map General Info

The map is based on C&C_Volcano from Westwood studios obviously.

Volcano Set in Winter Time

The map Volcano transformed into a Winter Time scenery with lots of snow and ice

Created by Blazea58, his trees with a snow/ice texture are looking great along with the Renegade Beta bushes.

The Tiberium Cave is awesome as well, looks splendid with the Crystals created by Mauler originally for Tiberium Crystal War.

Purchase Alternatives

The alternate officers are The Last Dino character armed with a Chaingun as seen in some of our other remakes.

The GDI Spawn Character has been replaced with an MPF soldier skin and the Hotwire has Maulers butt-crack sexy version

Be sure to check out all the additional Vehicle Skins for both teams, they are quite nice looking.

The bright camo skins were done by Barley and the Croc-skins by Biowave like years ago.

Tiberium Harvesting

Tiberium harvesting is possible on this map, you can purchase a Tiberium Harvester on both teams and drive to the Tiberium to collect it for your team manually. One Tiberium deposit grants \$800 for your whole team.

Supply Truck / Cargo Truck

This map sports the Supply Truck which refills any passengers entering it, health, armor and ammo will be refilled free of cost.

Light Base Defenses

The bases are equipped with standard light defenses such as the Turrets for Nod and little Guard Towers for GDI.

Each base has two of them at the Power Plant and Tiberium Refinery.

The Redeemer

The Redeemer is a powerful weapon that fires a nuclear warhead to the enemy in slowmotion.

It spawns only once every 4 minutes and does tremendous damage to any vehicle or infantry in its path, it does not damage buildings.

When the weapon spawns it plays a sound "Nuclear Weapon Available" from CNC95 and when fired plays the sound "Nuclear Warhead Approaching" also from CNC95.

Lava Areas: Danger!

The lava areas are blocker free now and you can fall into it and then your vehicle and you die

Screenshots

Subject: Re: Project Westwood: Volcano
Posted by [Good-One-Driver](#) on Wed, 04 Sep 2013 04:59:22 GMT
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No offense zunnie but this is ugly as hell.

Subject: Re: Project Westwood: Volcano
Posted by [Pyryle](#) on Wed, 04 Sep 2013 06:20:13 GMT
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I have to say, that ground texture looks like the entire map got smothered in cookies and cream.

Subject: Re: Project Westwood: Volcano
Posted by [EvilWhiteDragon](#) on Wed, 04 Sep 2013 10:28:14 GMT
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Pyryle wrote on Wed, 04 September 2013 08:20I have to say, that ground texture looks like the entire map got smothered in cookies and cream.
This. Smothered in cookies and cream in a very consistent manner.

Subject: Re: Project Westwood: Volcano
Posted by [reborn](#) on Wed, 04 Sep 2013 10:40:11 GMT
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The lava looks pretty neat.

I did start to think it would be nice to see some fallens now on the buildings, and snow falling. Then I realised that an active volcano means things would probably be pretty hot in the local vicinity due to the magma, so the ice and fallen snow theme probably doesn't logically fit very well together.

Maybe an artic glacial map might be a better theme, with the ice-cap melting with drifting chunks of ice and stuff?

Subject: Re: Project Westwood: Volcano
Posted by [BAGUETTE](#) on Wed, 04 Sep 2013 16:42:02 GMT
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reborn wrote on Wed, 04 September 2013 03:40
Then I realised that an active volcano means things would probably be pretty hot in the local vicinity due to the magma, so the ice and fallen snow theme probably doesn't logically fit very well together.

I looked at this topic last night and couldn't put my finger on why it bugged me so much, but that was it!

Also the consistent textures are a bit of a bore also, and the same tree everywhere, also the turret placement of the Nod PP just means that turret is going to get pillaged within seconds of the game meaning a free 200? points to GDI.

Subject: Re: Project Westwood: Volcano
Posted by [Aircraftkiller](#) on Thu, 05 Sep 2013 00:45:40 GMT
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VuLTiMa wrote on Wed, 04 September 2013 12:42free 200? points to GDI.

Good-One-Driver wrote on Wed, 04 September 2013 00:59No offense zunnie but this is ugly as hell.

g?G

Subject: Re: Project Westwood: Volcano
Posted by [liquidv2](#) on Thu, 05 Sep 2013 00:58:20 GMT
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i'd like if the Project was renamed
doesn't seem reflective of any work Westwood would actually do

Subject: Re: Project Westwood: Volcano
Posted by [Ethenal](#) on Sat, 07 Sep 2013 00:21:34 GMT
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I like the lava and volcano! Also the mountain textures look pretty cool. But other than that, it looks like about every single ground/wall texture is extremely misplaced...

better than I could do, though!

Subject: Re: Project Westwood: Volcano
Posted by [Dev*](#) on Sat, 07 Sep 2013 17:58:30 GMT
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Yeah, the lava does look nice.

Subject: Re: Project Westwood: Volcano
Posted by [crushu06](#) on Sun, 08 Sep 2013 15:01:55 GMT
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get rid of extra trees and bushes and I will play in it. same reason why I hate winter field cause it has trees. Why are trees going when maps turn to winter. It is the opposite of how the world works

Subject: Re: Project Westwood: Volcano
Posted by [DutchNeon](#) on Sun, 08 Sep 2013 23:40:11 GMT
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Looks bad.

Subject: Re: Project Westwood: Volcano
Posted by [Aircraftkiller](#) on Mon, 09 Sep 2013 03:02:31 GMT
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DutchNeon wrote on Sun, 08 September 2013 19:40Looks bad.

g?G

Subject: Re: Project Westwood: Volcano
Posted by [-TLS-DJ-EYE-K](#) on Mon, 09 Sep 2013 16:43:33 GMT
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Aircraftkiller wrote on Mon, 09 September 2013 05:02DutchNeon wrote on Sun, 08 September 2013 19:40Looks bad.

g?G

Shame is thats what most of the Players think about your Maps, hope u will take your time to atleast fix the Glitches :/

Subject: Re: Project Westwood: Volcano
Posted by [Ethenal](#) on Mon, 09 Sep 2013 20:29:30 GMT
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-TLS-DJ-EYE-K wrote on Mon, 09 September 2013 11:43 Aircraftkiller wrote on Mon, 09 September 2013 05:02 DutchNeon wrote on Sun, 08 September 2013 19:40 Looks bad.

g?G

Shame is that's what most of the Players think about your Maps, hope u will take your time to at least fix the Glitches :/
LMFAO Aircraftkiller I don't know what you did to DJ, but it seems he only posts when you post now to talk about your Map Glitches (which as I said in another thread, seems to be a Proper Noun if you're an autistic German).

Subject: Re: Project Westwood: Volcano
Posted by [Aircraftkiller](#) on Tue, 10 Sep 2013 18:49:56 GMT
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I don't even see what he says unless you go out of your way to quote it. Once the line "DJ-EYE-K" appears, I do this:

Subject: Re: Project Westwood: Volcano
Posted by [iRANian](#) on Wed, 11 Sep 2013 19:16:02 GMT
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So did anyone find any stolen content in this modified Westwood map?

Subject: Re: Project Westwood: Volcano
Posted by [-TLS-DJ-EYE-K](#) on Thu, 12 Sep 2013 17:27:47 GMT
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iRANian wrote on Wed, 11 September 2013 21:16 So did anyone find any stolen content in this modified Westwood map?

Are you still banned @ MPF?

Subject: Re: Project Westwood: Volcano
Posted by [nikki6ixx](#) on Fri, 13 Sep 2013 05:17:47 GMT
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Just when I think the Mod Forums can't possibly create more garbage, they always prove me wrong.

Don't stop.

Subject: Re: Project Westwood: Volcano
Posted by [Ethenal](#) on Fri, 13 Sep 2013 16:53:15 GMT
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-TLS-DJ-EYE-K wrote on Thu, 12 September 2013 12:27iRANian wrote on Wed, 11 September 2013 21:16So did anyone find any stolen content in this modified Westwood map?

Are you still banned @ MPF?

Imao, I'm fairly sure stealing content from another community member is a LOT worse than being banned from a place that has YOU on the mod staff!

Subject: Re: Project Westwood: Volcano
Posted by [Aircraftkiller](#) on Sat, 14 Sep 2013 00:22:31 GMT
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nikki6ixx wrote on Fri, 13 September 2013 01:17Just when I think the Mod Forums can't possibly create more garbage, they always prove me wrong.

Don't stop.

g?G

Subject: Re: Project Westwood: Volcano
Posted by [Good-One-Driver](#) on Sat, 14 Sep 2013 21:31:31 GMT
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g?G
