
Subject: new map

Posted by [mike9292](#) on Sun, 06 Apr 2003 17:43:40 GMT

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no name yet anyone want to name it?

<http://www.n00bstories.com/image.fetch.php?id=1961423162>

Subject: new map

Posted by [mike9292](#) on Sun, 06 Apr 2003 17:45:12 GMT

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if the pics are to big tell me

Subject: new map

Posted by [iscripter](#) on Sun, 06 Apr 2003 17:45:34 GMT

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C&C_Give_us_more_screens.mix ?

Subject: new map

Posted by [mike9292](#) on Sun, 06 Apr 2003 17:46:28 GMT

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working on more

Subject: new map

Posted by [Aircraftkiller](#) on Sun, 06 Apr 2003 17:53:24 GMT

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Looks like all you did was create basic terrain and place a Guard Tower from SP in the center of some other stuff.

Subject: new map

Posted by [Havocman](#) on Sun, 06 Apr 2003 18:00:14 GMT

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Humm..

DM_C&C Guard Tower?

If there more.. Ill Change it.

Subject: new map

Posted by [mike9292](#) on Sun, 06 Apr 2003 18:21:30 GMT

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AircraftkillerLooks like all you did was create basic terrain and place a Guard Tower from SP in the center of some other stuff.

not everyone can make maps as good as u

Subject: new map

Posted by [Doitle](#) on Sun, 06 Apr 2003 21:33:09 GMT

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Quote:C&C_Give_us_more_screens.mix ?

lol Iscripiter...

Subject: new map

Posted by [Aircraftkiller](#) on Sun, 06 Apr 2003 21:33:19 GMT

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Yes, but you can learn, and learning doesn't mean you give excuses out.

Subject: new map

Posted by [General Havoc](#) on Sun, 06 Apr 2003 22:03:59 GMT

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Dunno about anyone else but this map looks very familiar to a post from the old Mod forum. It was probably posted by the same person but it is exactly the same screenshot that was posted back then and we asked for more angles of the map.

_General Havoc

Subject: new map

Posted by [Sk8rRIMuk](#) on Sun, 06 Apr 2003 23:51:46 GMT

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AircraftkillerYes, but you can learn, and learning doesn't mean you give excuses out.

As usual I agree with you ACK but...

To learn you must start somewhere and if mike was to carry on and release another I am sure he would have "learn't" somemore and made uit better...

Still looks good to me keep up the good work mike and how about DM__Plains ?

-Sk8rRIMuk

Subject: new map

Posted by [England](#) on Mon, 07 Apr 2003 00:14:13 GMT

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Sk8rRIMukAircraftkillerYes, but you can learn, and learning doesn't mean you give excuses out.

As usual I agree with you ACK but...

To learn you must start somewhere and if mike was to carry on and release another I am sure he would have "learn't" somemore and made uit better...

Still looks good to me keep up the good work mike and how about DM__Plains ?

-Sk8rRIMuk

Its hard to learn and show your work with someone like ACK riding your ass everytime you ask for some help, an opinion or comment on your work, most people will give constructive comments, unlike ack you will say this:

Aircraftkiller

Looks like all you did was create basic terrain and place a Guard Tower from SP in the center of some other stuff.

GJ

Subject: new map

Posted by [mike9292](#) on Mon, 07 Apr 2003 00:31:42 GMT

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AircraftkillerYes, but you can learn, and learning doesn't mean you give excuses out. then where can we find a good map tutorial

Subject: new map

Posted by [Vegito](#) on Mon, 07 Apr 2003 00:41:30 GMT

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Quote: Looks like all you did was create basic terrain and place a Guard Tower from SP in the center of some other stuff.

Just like you take a westwood made map add in a gun tower and a repair pad and take credit for making the whole map. :rolleyes:

Subject: new map

Posted by [Aircraftkiller](#) on Mon, 07 Apr 2003 01:56:45 GMT

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Just like you spoke out of your ass without any kind of factual basis in your argument.

Get the fuck out of this forum, n00b.

Subject: new map

Posted by [iscripter](#) on Mon, 07 Apr 2003 07:09:51 GMT

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mike9292AircraftkillerYes, but you can learn, and learning doesn't mean you give excuses out. then where can we find a good map tutorial

i just uploaded a new one to my Tutorial site, at <http://www.nodnl.net>

Creating basic terrain, by SomeRhino.. it's the best terrain tutorial i've ever seen

Subject: new map

Posted by [Halo38](#) on Mon, 07 Apr 2003 15:18:46 GMT

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mike9292AircraftkillerLooks like all you did was create basic terrain and place a Guard Tower from SP in the center of some other stuff.
not everyone can make maps as good as u

Yes ACK why don't you tell everyone about your first map (maybe you would like to refer to your "learning experience" that was 'Below 32 Degrees' a map/mod that has been almost forgotten by the renegade community (FYI can be found in the CnC Ammo archives). maybe they will be inspired to carry on there modding/mapping projects, seeing what they can come from with a little practise.

Maybe that is why not many good maps are made, as you cut down the modders before they can

even walk and they give up learning :rolleyes: if you could only see the bigger picture of your actions :rolleyes:

Subject: new map

Posted by [exnyte](#) on Mon, 07 Apr 2003 17:29:23 GMT

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Halo38Maybe that is why not may good maps are made, as you cut down the modders before they can even walk and they give up learning :rolleyes: if you could only see the bigger picture of your actions :rolleyes:

I said it in that Adios thread, and I'll say it here as well, If someone is going to stop modding or map making because one person says something about it, then they shouldn't have started in the first place.

Subject: new map

Posted by [lmdgr8one](#) on Mon, 07 Apr 2003 20:58:13 GMT

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ditto.
