
Subject: new map ive almost completed
Posted by [Titan1x77](#) on Mon, 02 Jun 2003 03:43:59 GMT
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just need to create vis and make a few minor adjustments

<http://renegade.the-pitts.net/index.php?act=ST&f=2&t=2908&s=648618a9b5ccd4fa1743fa507ca85b18>

Subject: new map ive almost completed
Posted by [Aircraftkiller](#) on Mon, 02 Jun 2003 04:25:02 GMT
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Quote:The unit changes will kill this map.

GDI Recon Bikes?
Stealthed Nod Recon Bikes?

What's your obsession with making everything stealthed??

I gave you my ideas before... stop modifying stuff when you're still learning. Doom yourself to failure if you want, it's highly unlikely that little experience with little gameplay experience will produce a balanced map.

Subject: new map ive almost completed
Posted by [Cpo64](#) on Mon, 02 Jun 2003 04:33:15 GMT
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It is a very intresting looking map, I await its release.

Subject: new map ive almost completed
Posted by [gendres](#) on Mon, 02 Jun 2003 04:40:46 GMT
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Maybe it would be better without the stealthed vehicles since there are no base defenses on the map.

We'll have to play it to see...

Subject: new map ive almost completed
Posted by [SomeRhino](#) on Mon, 02 Jun 2003 05:33:35 GMT
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The map itself doesn't look bad; try some blending on those mountains.

Subject: new map ive almost completed
Posted by [Titan1x77](#) on Mon, 02 Jun 2003 06:59:10 GMT
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Thanks guys i respect your feedback.

Stealth cars and pick=ups will be extras.

maps gonna take on a theme...Just a lil bit of a theme

Introducing

CnC_Grave_Yard

Subject: new map ive almost completed
Posted by [\[REHT\]Spirit](#) on Mon, 02 Jun 2003 13:52:32 GMT
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Aircraftkiller
Stealthed Nod Recon Bikes?

Actually NH used this in a closed mod, he and his friends laughed their heads off seeing what happens ith stealthed reacon bikes. I'd be glad to see something like it in a map.

Subject: new map ive almost completed
Posted by [Ferhago](#) on Mon, 02 Jun 2003 14:23:58 GMT
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Nice map. Im gonna have a shitload of fun screwing around in this one with my buddies! :twisted:

Subject: new map ive almost completed
Posted by [xpontius](#) on Mon, 02 Jun 2003 16:04:11 GMT
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:thumbsup: x2
Although i dont see any resemblance to a graveyard.

Subject: new map ive almost completed
Posted by [bigwig992](#) on Mon, 02 Jun 2003 17:58:15 GMT
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I like the layout. But yeah, try some alpha blending on those mountains. And getrid of the GDI recon bikes and stealth Nod ones. Bad idea.

Subject: new map ive almost completed
Posted by [OrcaPilot26](#) on Mon, 02 Jun 2003 18:38:43 GMT
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Interesting... judging by the ramps on the buildings this looks like it'll be a map with flying vehicles, and is that my tiberium?

Subject: new map ive almost completed
Posted by [maytridy](#) on Mon, 02 Jun 2003 19:22:51 GMT
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Looks cool. Some good ideas.

Subject: new map ive almost completed
Posted by [Skier222](#) on Mon, 02 Jun 2003 20:17:33 GMT
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good work, i dont see a graveyard either. i sure can use that last pic on the first page for a map aaround the map, easy way to find ur way around

Subject: new map ive almost completed
Posted by [Titan1x77](#) on Tue, 03 Jun 2003 01:09:19 GMT
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Yes orca those are!!

Thank you and you will recieve credit for those in the readme...Unless you want me to remove them.....also i scrapped the flying idea....maybe i can add a flight roof in the future for a newer version.

There will be 2 versions of this map....a recon version and a flying or a standard version.

Does this map look like it would suit flying well for gameplay?

Im50/50 on flying.

Vis will take a bit more time
Flying add's a bit more flexability in gameplay.

Lil' unsure about flying but it could make it in the 2nd version.

Subject: new map ive almost completed
Posted by [gendres](#) on Tue, 03 Jun 2003 03:30:13 GMT
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you should keep the flying vehicles in

Subject: new map ive almost completed
Posted by [pulverizer](#) on Tue, 03 Jun 2003 13:59:11 GMT
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Very nice map. and umm... I'm unsure about adding flying vehicles in it.

Subject: new map ive almost completed
Posted by [OrcaPilot26](#) on Tue, 03 Jun 2003 17:32:38 GMT
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I say make it a flying map but only if the helipad script will work, I don't know if it'll be fixed so you won't be able to buy helicopters when the helipads are destroyed, but if it is fixable then I say go for it

BTW: You should make all the new units extras except standard nod recon bike.
