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Subject: New maps C&C\_Warzone and C&C\_RAmap

Posted by [Infinint](#) on Sat, 12 Jul 2003 01:56:23 GMT

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C&C\_Warzone is a re done verion of the original Warzone in Tiberuim Evolution: now has blended texturs and a tunnles.

download at: [http://webzoom.freewebs.com/cncsdb/C&C\\_warzone\\_X2.zip](http://webzoom.freewebs.com/cncsdb/C&C_warzone_X2.zip)

C&C\_RAmap (i know dumn name but it was for the renegade alert contest) is a small DM much better than C&C\_WarZone and 56K freindly there is a small lake and plenty of vegetaion. Great for 1 on 1 but also good for alot of players. Tunnles offer a quick root to 3 points on the map.

download at: [http://susr.sdsites.net/downloads/C&C\\_RAmap.zip](http://susr.sdsites.net/downloads/C&C_RAmap.zip)

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Subject: New maps C&C\_Warzone and C&C\_RAmap

Posted by [Infinint](#) on Sat, 12 Jul 2003 04:10:51 GMT

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sorry any one who tryed to download C&C\_RAmap and count get to the site i have up dated it and you can now download from the new link

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Subject: New maps C&C\_Warzone and C&C\_RAmap

Posted by [gendres](#) on Sat, 12 Jul 2003 06:23:59 GMT

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Screenshots, we need screenshots. Please.

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Subject: New maps C&C\_Warzone and C&C\_RAmap

Posted by [Infinint](#) on Sat, 12 Jul 2003 07:04:48 GMT

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oh ya sorry pic need pics:

thats the C&C\_RAmap from on the hill looking down on the lake/pond thing.

and this is a pic from in side the GDI base on WarZone

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Subject: New maps C&C\_Warzone and C&C\_RAmap

Posted by [Infinint](#) on Sat, 12 Jul 2003 17:21:15 GMT

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heres a pic showing a top view of C&C\_WarZone

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Subject: New maps C&C\_Warzone and C&C\_RAMap  
Posted by [Try\\_lee](#) on Sat, 12 Jul 2003 18:26:11 GMT  
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C&C Warzone = big square.

Try and use a more natural shaped landscape in future maps, chances are you would never ever find terrain like that in the real world.

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Subject: New maps C&C\_Warzone and C&C\_RAMap  
Posted by [Infinint](#) on Sat, 12 Jul 2003 18:34:15 GMT  
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please dont think all my maps are like that. That map is for TBevo its a copy of the last Warzone, which is a big square. in order to copy it succesfully i have to make it a square but it is much better then the last  
C&C\_RAMap is nothing like C&C\_warzone, its much better

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Subject: New maps C&C\_Warzone and C&C\_RAMap  
Posted by [gendres](#) on Sat, 12 Jul 2003 21:47:13 GMT  
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ok, lets see..

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Subject: New maps C&C\_Warzone and C&C\_RAMap  
Posted by [Infinint](#) on Sat, 12 Jul 2003 22:34:27 GMT  
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lets see what

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Subject: New maps C&C\_Warzone and C&C\_RAMap  
Posted by [forsaken](#) on Sat, 12 Jul 2003 23:46:11 GMT  
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guess he wants a top view of the other map to compare it to warzone

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Subject: New maps C&C\_Warzone and C&C\_RAMap  
Posted by [Infinint](#) on Sun, 13 Jul 2003 00:05:39 GMT  
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ok here this is the other map. i dint what to post this cuz it make my map look realy bad, you know

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dont you think so, it also looks square which is also why i dint post it becuse in real life it is not square and its has hills and stuff with tunnles. a fairly good map.

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Subject: New maps C&C\_Warzone and C&C\_RAmap

Posted by [Infinint](#) on Mon, 14 Jul 2003 04:09:37 GMT

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wow im suprised that no one started flamming in here, lol

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Subject: New maps C&C\_Warzone and C&C\_RAmap

Posted by [forsaken](#) on Mon, 14 Jul 2003 06:45:44 GMT

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to tired to argue over stuff i guess,, going to bed now :tellme:

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Subject: New maps C&C\_Warzone and C&C\_RAmap

Posted by [Infinint](#) on Mon, 14 Jul 2003 18:34:04 GMT

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lol

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Subject: New maps C&C\_Warzone and C&C\_RAmap

Posted by [pulverizer](#) on Mon, 14 Jul 2003 18:57:27 GMT

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I think that warzone map is boring, it's too plain, but that ra map is much better .

add more objects in warzone, and do some alpha blend.

and add some hills, tunnels, and trees in it.

and maybe a lake, like you did in that ra map.

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Subject: New maps C&C\_Warzone and C&C\_RAmap

Posted by [forsaken](#) on Mon, 14 Jul 2003 19:07:57 GMT

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since it is a warzone probably be more craters than hills

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Subject: New maps C&C\_Warzone and C&C\_RAmap

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Posted by [Infinint](#) on Mon, 14 Jul 2003 20:14:51 GMT

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ya i got started on that but i stoped cuz the maps is just dull as it is cuz its just a big square like the original. what i should do is make like a second one with onother shape as its base. just to say agean war zone wasent my map i just made a better one with alfa blending and more smothing

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