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Subject: Thanks!!

Posted by [nastym4n](#) on Mon, 03 Nov 2003 20:18:40 GMT

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This may not be on-topic, so delete away if its not.

Well. After building approx. 15 - 20 seperate maps and not finishing any of them, I finally finished one!!

Thanks to everyone that helped.

[http://www.amnasty-international.com/C&C\\_Hell.zip](http://www.amnasty-international.com/C&C_Hell.zip)

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Subject: Thanks!!

Posted by [gendres](#) on Mon, 03 Nov 2003 23:02:07 GMT

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let's check that out

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Subject: Some screens...

Posted by [laeubi](#) on Tue, 04 Nov 2003 08:49:27 GMT

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btw: make a better topic name like: 'my First DM Map realised' or something.

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Subject: Thanks!!

Posted by [Cpo64](#) on Tue, 04 Nov 2003 18:31:51 GMT

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Those pics look pritty good...

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Subject: Thanks!!

Posted by [Cpo64](#) on Wed, 05 Nov 2003 05:39:16 GMT

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Well I had a quick boo, at this map...

Its intresting, and gameplay probaly would work be farly good...

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Cuple of things I didn't like tho

This map has no indication (that I noticed) of where you are (Nod/GDI) I guess I could use the compass, but there are no other visual clues, and I found this frustrating.

And that texture that you see infront of the doors... :crazy: ...It scares me, I don't like it, lol.

This map reminds me alot of Doom 2 and Quake.

I was waiting for one of thoes pink demons do jump out at me, lol.

There was one mesh problem I found, someone forgot to weld a corner together somewhere  
The material useing the grey dirt (think its called 'harddirt' or something like that) doesn't have a surface type.

There are too many armor upgrades, and not enough standard health and armor pickups. I don't like the proxies that are everywhere eather, you can buy characters that have them, so why have them as pickups all over the place?

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