
Subject: C&C_Terrace

Posted by [Titan1x77](#) on Thu, 06 Nov 2003 10:44:07 GMT

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A Tiberian Sun style map

d-load <http://www.renstation.net/cgi-bin/schlabo/dl.pl?Terrace.zip>

link most likely wont let you directly d-load the .zip,Just visit the maps section and its right there on the main page under Recent maps

Subject: C&C_Terrace

Posted by [ericlaw02](#) on Thu, 06 Nov 2003 11:43:07 GMT

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COOL !

Downloading now

1 minute 59 sec when i typed this! (lol)

Subject: C&C_Terrace

Posted by [ericlaw02](#) on Thu, 06 Nov 2003 12:06:05 GMT

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Uhh...i tried it and bug came....

It says :

Missing Texture!

Wonder its my renegade's problem or its really missing?

(Me bets its really missing!)

Hope not my computer problem.....

Also you can get INTO the water!

Why not add a plane (not the flying one) on the water and make it invisible so you can't see you are in the water.

But the good thing it is :

Its stunt!

When you get a recon and go to the bridge,and go fast.....GOOGGOGOO! INTO THE GDI BASE!

Subject: C&C_Terrace

Posted by [spreegem](#) on Thu, 06 Nov 2003 19:48:05 GMT

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Could I put that map on my site?? Looks cool.

Subject: C&C_Terrace
Posted by [maytridy](#) on Thu, 06 Nov 2003 19:49:13 GMT
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Nice!

Sweet for a stunt park!!

Subject: C&C_Terrace
Posted by [maytridy](#) on Thu, 06 Nov 2003 23:58:47 GMT
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Can someone please put up a server, so that we can play with alot of people?

Subject: C&C_Terrace
Posted by [Titan1x77](#) on Fri, 07 Nov 2003 03:41:59 GMT
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Fastconn 1,2,and 3 host it

65,50,50 player servers

Subject: C&C_Terrace
Posted by [npsmith82](#) on Fri, 07 Nov 2003 04:21:56 GMT
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Trying to download it, neither the ZIP or the renstation.net websites are working... i just get "Cannot find server"

Subject: C&C_Terrace
Posted by [ericlaw02](#) on Fri, 07 Nov 2003 07:50:43 GMT
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Uhhh.....

Maybe try again here : <http://renstation.net/maps/> .
(I think so.)

Subject: C&C_Terrace

Posted by [m1a1_abrams](#) on Fri, 07 Nov 2003 17:38:41 GMT

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Great map, the terrain is awesome I can't wait to have a 30 player game on this map. However, the tunnels remind me of something out of Wolfenstein 3D. Maybe you could change the textures? Oh, and the road sections don't meet, which looks a bit weird... but not too bad.

If I really wanted to be picky I would mention that the Humvee doesn't actually have a machinegun on the model

Anyway, good job Amazing map.

Subject: C&C_Terrace

Posted by [maytridy](#) on Fri, 07 Nov 2003 19:30:47 GMT

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I got HUGE air off some jumps with my recon. Mad fun.....

Subject: C&C_Terrace

Posted by [Titan1x77](#) on Fri, 07 Nov 2003 20:52:29 GMT

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m1a1_abrams Oh, and the road sections don't meet, which looks a bit weird... but not too bad.

thats because they didnt meet in tiberian sun either

Subject: C&C_Terrace

Posted by [Aircraftkiller](#) on Fri, 07 Nov 2003 20:59:47 GMT

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No, that's because you don't have the necessary skill required to make the roads meet up properly.

Subject: C&C_Terrace

Posted by [Speedy059](#) on Fri, 07 Nov 2003 23:31:02 GMT

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Actually he does ACK, but he didn't want to because TS didn't do it either.

Subject: C&C_Terrace

Posted by [Aircraftkiller](#) on Fri, 07 Nov 2003 23:53:18 GMT

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TS certainly did do so, it's nothing but an excuse.

Subject: C&C_Terrace

Posted by [Deafwasp](#) on Fri, 07 Nov 2003 23:55:40 GMT

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Roads did line up in tib sun. just like in ra2... what are you talking about?

Subject: C&C_Terrace

Posted by [Titan1x77](#) on Sat, 08 Nov 2003 07:22:06 GMT

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heres proof....

Same way my roads meet up

Subject: C&C_Terrace

Posted by [m1a1_abrams](#) on Sat, 08 Nov 2003 22:13:20 GMT

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That's a T-Junction. The road on your map isn't two roads joining at an intersection, it's one road. If you want it to be as accurate to TS as possible, the road textures should meet as a curve.
