
Subject: Great map idea, but i have no skill.
Posted by [CnCsoldier08](#) on Fri, 07 Nov 2003 00:07:47 GMT
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ok, heres the deal. i have a really great idea for a map, its just i really really suck at making maps, plus i duno how. so i would really appreciate if someone could possibly make the map for me

Subject: Re: Great map idea, but i have no skill.
Posted by [Sir Phoenixx](#) on Fri, 07 Nov 2003 02:03:23 GMT
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CnCsoldier08ok, heres the deal. i have a really great idea for a map, its just i really really suck at making maps, plus i duno how. so i would really appreciate if someone could possibly make the map for me

Good for you.

Only one problem though...

You could have at least included a little bit of information, like: What the hell is this "great" map idea of yours???

Subject: Great map idea, but i have no skill.
Posted by [ohmybad](#) on Fri, 07 Nov 2003 03:18:14 GMT
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Use paint and make a little pic of what your "great" idea is.

Subject: Great map idea, but i have no skill.
Posted by [CnCsoldier08](#) on Fri, 07 Nov 2003 04:51:37 GMT
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ok*note to self:don't use "great". but i will get an attachment as soon as i can but heres my "great" idea.

A map of Los Angeles, California. Theres a parking garage, a prison, and an airport(LAX). it also has an abandoned military base, which is occupied by GDI, while Nod has the airport. the runway could act as the airstrip and the gdi base is normal. jail has keycard locked cells with weapons and powerups. parking garage has civilian cars that you can drive*maybe 1 hummer* there are sewers which you can use to get around the map underground.

well thats the "great" map

Subject: Great map idea, but i have no skill.
Posted by [cowmisfit](#) on Fri, 07 Nov 2003 10:13:58 GMT
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hmmm actually i dont know about the rest of ya but i kinda think that sounds cool

Subject: Great map idea, but i have no skill.
Posted by [Sir Phoenixx](#) on Fri, 07 Nov 2003 13:30:28 GMT
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Sounds like a good idea...

Good luck.

Subject: Great map idea, but i have no skill.
Posted by [Jelly](#) on Fri, 07 Nov 2003 15:41:04 GMT
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sounds cool but modelling would be a bitch
