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Subject: Announcement: C&C\_Portals Released!!  
Posted by [nastym4n](#) on Sun, 09 Nov 2003 18:12:36 GMT  
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C&C\_Portals.zip

Specs:

4 structures per team (1 x Barr, 3 x Silos)  
1 Pedestal per team  
base defences  
Teleports

I have enabled Vis on this map, so you should see more FPS from it.

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Subject: Announcement: C&C\_Portals Released!!  
Posted by [spreegem](#) on Mon, 10 Nov 2003 00:29:33 GMT  
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It tells me EROR 404 wrong page ETC ETC ETC! Could you fix that?

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Subject: Announcement: C&C\_Portals Released!!  
Posted by [nastym4n](#) on Mon, 10 Nov 2003 01:08:03 GMT  
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yeh, having a couple of web site probs, should be solved by Monday (Im UK based), Ill post here to notify.

Sorry for the inconvenience! :oops:

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Subject: Announcement: C&C\_Portals Released!!  
Posted by [nastym4n](#) on Mon, 10 Nov 2003 16:12:03 GMT  
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OK, link works no problem now, enjoy!

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Subject: Announcement: C&C\_Portals Released!!  
Posted by [spreegem](#) on Mon, 10 Nov 2003 18:52:57 GMT  
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Cool Map, could I put it on my site?

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Subject: Announcement: C&C\_Portals Released!!  
Posted by [nastym4n](#) on Mon, 10 Nov 2003 19:00:53 GMT  
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of course you can.

nice site btw

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Subject: Announcement: C&C\_Portals Released!!  
Posted by [kopaka649](#) on Mon, 10 Nov 2003 23:36:49 GMT  
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great maps so far nasty can't wait for more  
(btw i think you should turn on vsync, fps's of 200 could hurt your eyes.

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Subject: Announcement: C&C\_Portals Released!!  
Posted by [Jaspah](#) on Tue, 11 Nov 2003 03:35:41 GMT  
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You should of used Halo's teleporter files. They look much better.

( Not the game; Halo! )

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Subject: Announcement: C&C\_Portals Released!!  
Posted by [nastym4n](#) on Tue, 11 Nov 2003 10:37:05 GMT  
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mmmmm. Unfortunately I couldn't use them. I put those models in my last map.

However in this case the concept will not allow for those particular models. Each room in the map is 8 sided, with 8 doors.

Only 26 of the available 56 doors actually teleport you, and I didnt want to give away too easily which were which.

simple as that, I like Halos models, they just didnt work here.

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