
Subject: C&C_Stalingrad

Posted by [zoogly](#) on Mon, 08 Dec 2003 00:22:02 GMT

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Stalingrad was the heart of Russia during WWII. Then the Germans attacked it. Russia desperatly defended it and defeated the Germans. This was mostly due to Russia's snipers. This map gives a similiar layout to the look and tactical environment of Stalingrad.

Thank you to Spreegem from <http://egames.servegame.com/> for hosting.

Download:

http://egames.servegame.com/DownloadFiles/Renegade/Maps/C&C_Stalingrad.zip

Screenshots:

http://egames.servegame.com/ScreenShots/Renegade/Stalingrad_1.jpg

http://egames.servegame.com/ScreenShots/Renegade/Stalingrad_2.jpg

http://egames.servegame.com/ScreenShots/Renegade/Stalingrad_3.jpg

http://egames.servegame.com/ScreenShots/Renegade/Stalingrad_4.jpg

http://egames.servegame.com/ScreenShots/Renegade/Stalingrad_5.jpg

http://egames.servegame.com/ScreenShots/Renegade/Stalingrad_6.jpg

It was my first map ever, .

Subject: C&C_Stalingrad

Posted by [Deafwasp](#) on Mon, 08 Dec 2003 12:41:40 GMT

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post screenshots or no one will bother downloading it.

Subject: C&C_Stalingrad

Posted by [kawolsky](#) on Mon, 08 Dec 2003 17:49:19 GMT

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and zip it.....don`t....eh...rar it

Subject: C&C_Stalingrad

Posted by [Adavanze](#) on Mon, 08 Dec 2003 19:20:33 GMT

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Im affraid download link doesnt work, so i would be able to judge the quality of your maps for the star wars mod.

Subject: C&C_Stalingrad
Posted by [Ferhago](#) on Mon, 08 Dec 2003 20:16:50 GMT
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Huh odd I been following the SWM and havent seen a map for it yet by you. My friend blazea has been doing most of the maps.

Subject: C&C_Stalingrad
Posted by [boma57](#) on Mon, 08 Dec 2003 22:13:57 GMT
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Wow...I hadn't checked up on the Star Wars Mod since it was first announced. Infantry models =

Subject: C&C_Stalingrad
Posted by [gendres](#) on Mon, 08 Dec 2003 22:56:34 GMT
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Yeah, but the Imperial aircraft need some seriuos work on them.

Subject: C&C_Stalingrad
Posted by [spreegem](#) on Mon, 08 Dec 2003 23:49:05 GMT
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Here's a download link of it as a .zip for those of you it didn't work for . . .
http://egames.servegame.com/DownloadFiles/Renegade/Maps/C&C_Stalingrad.zip

Screen Shots below!

http://egames.servegame.com/ScreenShots/Renegade/Stalingrad_1.jpg

http://egames.servegame.com/ScreenShots/Renegade/Stalingrad_2.jpg

http://egames.servegame.com/ScreenShots/Renegade/Stalingrad_3.jpg

http://egames.servegame.com/ScreenShots/Renegade/Stalingrad_4.jpg

http://egames.servegame.com/ScreenShots/Renegade/Stalingrad_5.jpg

http://egames.servegame.com/ScreenShots/Renegade/Stalingrad_6.jpg

Subject: C&C_Stalingrad
Posted by [Deafwasp](#) on Tue, 09 Dec 2003 01:15:34 GMT
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looks like what happens when someone knocks over a gingerbread house.

Anyhwo, its not bad for your level. Practice makes perfect! Keep it up!

Oh, and don't listen to them f00lz, .rar is just fine.

Subject: C&C_Stalingrad

Posted by [Laser2150](#) on Tue, 09 Dec 2003 04:25:21 GMT

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I Think the concept is sweet.

A suggestion, Not insult, but idea to expand on.

If you look closely, textures feel sort of repetitive and bland! Liven it up on the randomness of the textures and try making it "battle Scarred" Learn Alpha blending and make some cuts in the bricks or get a different texture that makes it weathered in some places, this gets rid of the repetitiveness.

Throw some lighting in! Maybe even a flame emitter, that would be cool to see.

I might start working again, its to early to tell, i might even finish my map that i was working on before i dissappered, i dunno.

I still think this map is alot of fun!
