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Subject: counter strike?

Posted by [Anonymous](#) on Thu, 30 Jan 2003 07:31:00 GMT

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quote:Originally posted by General Havoc:OMG really? I made the map C&C\_DM\_IceWorld.mix in December because my clan friend (Travis Bickel) said it was an excellent Counterstrike map. I made the terrain in RenX then added walls, trees and powerups. It is currently in PKG format and needs 1 bug fixing. If you want me to finish it post your replies here. I'll upload some screenies soon of us testing it. It is a really simple map and I have to say I think my version looks better than the CS one in terms of visuals. I never thought twice about releasing it but now that you have asked I will. Screenshot of build 0100a

<http://www.n00bstories.com/image.view.php?id=1404493904> This screenshot is of build 0100a it is missing the lighting and pickups are not final on it. The trees and rocks were added to make it more playable in Renegade rather than designed for Counterstrike. Let me know what you think and if things should be changed if you have played the CS version. Laser2150, is this the level you were referring to from CS? wow that looks pretty cool, why didn't you release it to the public? you should finish that. that would make a sweet DM. good work. I was just thinking of rats because I thought it was funny and would make a good Renegade map. even Aztek would make a good map.

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