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Subject: counter strike?

Posted by [Anonymous](#) on Wed, 29 Jan 2003 14:55:00 GMT

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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 made 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? [ January 30, 2003, 02:28: Message edited by: General Havoc ]

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