Subject: idea for a deathmatch map
Posted by Anonymous on Wed, 05 Feb 2003 13:57:00 GMT
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That was my idea to do a map like the one youe on about as CTF. I was gonna cut down Canyon a bit and leave the hand of nod and the gdi weapons factory (multiplayer versions). Then the tunnels that go to the sniping point over the base would be blocked off or removed. Then there would be some kind or walls or something around the hand of nod and the gdi weapons factory. the only access would be via the tunnels. Proxy C4 and other c4 would be removed from the game. the buildns would be non damagable and non functional (advanced chars may want to be enabled). There could be a silo that gives a slow cash income and this could be damaged and destroyed. the flags would be located outside or inside which i didn't decide. The map would require a lot of work in gmax/3ds if you were gonna edit dantes 3ds versions of the maps. Use some of the ideas that i mentioned if you want because i won't get round to making it any time soon.UPDATE: I meant Canyon not Complex [February 06, 2003, 13:45: Message edited by: General Havoc]