
Subject: another lame idea from a rook 4 u map makers! interested?

Posted by [Anonymous](#) on Mon, 22 Apr 2002 10:57:00 GMT

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yeah yeah i know, im jus another N00B suggestin another crappy idea, well its a good idea so hear me out. 1st of all i doubt its possible, unless sum really experienced ppl start on it. My idea is a 4 team map, 2 gdi and 2 nod. I guess nobody can b bothered 2 create new coloured textures 4 the new teams, (ie, gdi apc, mammoth, mrls etc could b green) but there are a lot of textures hangin around 4 free! eg trzmods.com have a whole set. But there are other probs i dont know how ppl can get round, but hell i dont know wat renegade can/can't do. eg, how would ppl chose teams when only gdi + nod appears? and what happens when u press 'k', or how do u know wat to do when it sez, "gdi power plant under attack", so jus larf at me face or tell me if its possible! One of the only reasons im suggestin this is because i used 2 absolutely luv sheepab in ts, until it got borin....
