
Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Dr. Lithius](#) on Mon, 25 Apr 2005 03:00:51 GMT

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Here's a ridiculous idea I'm certain no one in these forums is going to try for whatever reason, but feel compelled to suggest anyway.

Why not make a map or two that are "true-to-life" maps. By that, I mean, why not take a Tiberian Dawn multiplayer map -- specifically a 1-on-1 map -- and place bases on either side. Then, put in about twenty Power Plants, five Advanced Guard Towers/Obelisks and ten Guard Towers/Turrets on each side, two War Factories/Airstrips, two Barracks/Hands of Nod, a Tech Center/Temple of Nod(if the actual buildings exist and function, even if they're just fodder), a couple Construction Yards, Helipads, three Refineries with four Tiberium Harvesters, etc. etc. etc.? While seeing something like this is probably rare enough in a normal Online game(if online games play anything like online WarCraft III games, anyway. . .), but most Command & Conquer players have probably done something like this at least once in their lives. Hell, in some missions, it's damned-near mandatory.

Now. . . Obviously, maps like these would probably only work on packed servers -- servers with 32 players on each side at any given time.(And maybe a slew of Minigunner and Officer bots as well, depending.) But who's to say that someone couldn't go and do something like adding in tunnels that allow access to key structures, or add perfect, long-range attack areas(IE, places where MRLS vehicles or Mobile Artillery/Stealth Tanks could demolish things)?

Yes, I know there are a million reasons as to why this type of map would fail and then some. But I'd just like to see a map like this. Just for the Hell of it. I think it'd be funny.(And in case anyone's curious, I don't have the patience to learn the editing program, myself. Otherwise I'd do something like this. I think those editing tools could give UnrealEd a run for its money. >_>
