
Subject: Re: C&C_Dam_Dm.mix
Posted by [Naamloos](#) on Sun, 06 Nov 2005 17:31:28 GMT
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Nothing new.

And atleast you could have cut away the un-used parts of the map to save poly's...

<http://www.n00bstories.com/image.fetch.php?id=1206372007>

If you wan't to edit the missions, try to be creative in doing so.

I had a little project a while back that was going to make multiplayer 'assault' maps out of most missions, but I stopped working on it after 2 levels.

I added new weapons (in way of use, not models) such as chemical sniper rifle's, mobile earthquake generators(lol), atomic mines, ect. And they where hidden in the mission area's, along with bots to fill the place up.
