Subject: C&C_Assault BETA 1.0 released.
Posted by Naamloos on Wed, 18 Jan 2006 00:13:56 GMT
View Forum Message <> Reply to Message

The first beta of my latest renegade map is here:

http://files.filefront.com/CC_Assaultrar/;4630005;;/fileinfo .html

You can read/see some info of this map here:

http://www.renegadeforums.com/index.php?t=msg&th=18308&a mp;a mp;start=0&rid=2621

Currently on my to-do list:

An observer mode for Nod players. Nod players will spawn in an invisible clone of walkable terrain above the normal terrain. They will then be able to enter helicopters to quickly move across the map to observe how their bots get owned by GDI players. Both GDI and Nod will not be able to kill eachother.

More stages.

More challenges.

Ect.

Suggestions welcome.

Edit: Oh, and please report any bugs you find. I was not able to get past the beginning of stage 2 myself. The boss was too hard for me alone to kill