## Subject: Re: C&C_Rome
Posted by JRPereira on Wed, 18 Jan 2006 23:36:27 GMT

Well, while I have no official plans to do a new map yet, I've been toying with the idea of at least building a "rome pack" gmax file to contain objects I might use in a Pompeii type regular cnc mode map.  This is a new column design to replace the blocky old one.  Rings in at about 140 polys, uses the same texture that the old columns used.  It stands 7 or 8 units tall (evil memory is against me today).

If I go get a decent rome pack going and still don't feel like making a map based off of it, I'll release the pack to the public.

## File Attachments
1) romepillar.jpg, downloaded 434 times