
Subject: My new project

Posted by [Cpo64](#) on Tue, 02 Jan 2007 06:04:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

finally got renegade installed again, my install disk was trashed, so I had to download an iso, which took forever, then had to download all that stuff. But finally I have almost got it together.

Anyways the map I'm going to try and complete is loosely based on the C&C 3 concept of "blue" zones. Basically the map takes place on the edge of a GDI city where NOD has broken threw the city wall and are now running around killing everyone, GDI has evacuated the area and are attempting to push NOD out of the city. Outside the city is a tiberum infested waste land, inside is a pristine city clean and healthy.

Attached is a screen of what I have done so far. Basic terrain layout, with wall and building place holders.

Not really anything special, but keeps me entertained.

File Attachments

1) [bluecity.jpg](#), downloaded 1099 times

