
Subject: C&C Desolute

Posted by [xpontius](#) on Tue, 24 Jun 2003 00:51:44 GMT

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

Whoa i just took a look at this topic and saw wat appears to be alot like the map I've been working for 3 months almost in some cases. The islands, the bridge, the other stuff. What a coincidence

C&C Pacific is kinda arranged the same way on my map except your islands are a bit different and buildings are too.

uhh heres a link to my early screenies

Pacific SS

The SS are kinda old and my map altered a bit but its the same idea.

Other than that it looks pretty good, I'd like to see wat its like myself.

I mean the similarities lol

Quote:Khadman Posted: Mon Jun 23, 2003 3:07 pm Post subject:

The bases are too far apart for b2b. The artillery and MRLS wont reach unless they go farther up the bridge where they are subjeect to turr fire from the stationary emplacements.

same here, i dont know about your emplacements too well but i have 2 stationary spawning gun emps.

Quote:Cpo64 Posted: Sun Jun 22, 2003 10:30 pm Post subject:

Cool, I will miss the suspension cables, but, it is probly better this way.

My bridge aint the same but has walkways above as well as suspension.....wow

Anyways....good luck on the map looks good
