
Subject: C&C_Siberia

Posted by [crazfulla](#) on Thu, 27 Aug 2009 06:57:11 GMT

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Well one of my long-in-the-making maps is nearing completion. I have managed to get most of the scripts setup, all that remains is to generate VIS. But currently it doesn't have any tunnels... I am thinking, are they really necessary? I mean, most maps have them, but would people play a map that didn't? It has plenty of high ground that can only be accessed by infantry though, so it won't be all tank warfare. There are a few screenshots below which should give you some idea of the size and style of the map. Just thought that if I want to add tunnels I better do it now so I don't have to redo the VIS later... as it will take some time, being a medium sized map (big, but not cairo big).

So yeh go for it. Ask questions, make suggestions, etc.

piccys

File Attachments

1) [siberia_ss2.jpg](#), downloaded 418 times



2) [siberia_ss6.jpg](#), downloaded 399 times



3) [siberia_ss5.jpg](#), downloaded 402 times



4) [siberia_ss4.jpg](#), downloaded 490 times



5) [siberia_ss3.jpg](#), downloaded 405 times



6) [siberia_ss1.jpg](#), downloaded 414 times

