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Subject: Re: Multi Modded Map Loader?

Posted by [sauron--the--king](#) on Wed, 07 Apr 2010 08:54:42 GMT

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Hello,

I indeed am making a really big map with some other guys.

First I wanted to make one big map. But after discussing this with Black Riderr, I wanted to make three mission maps of one big map.

So first starting on a submarine, where you get captured and put into a prison.

In that mission you will finally escape. After escaping the prison, the mission will end. Then the second mission will start, etc...

There will be 4 new structures, a big submarine bunker, a submarine (where you can enter), a big prison facility and a Tiberium Research Facility.

The split of the map that I thought, was just making a part of the map in each mission, so the maps would be smaller and causing less lag.

About the many difficulties, that would be fun to add in this big map. The ideas you had on this forum could be great to add to these missions.

Beneath here you can see the whole map with the three missions.

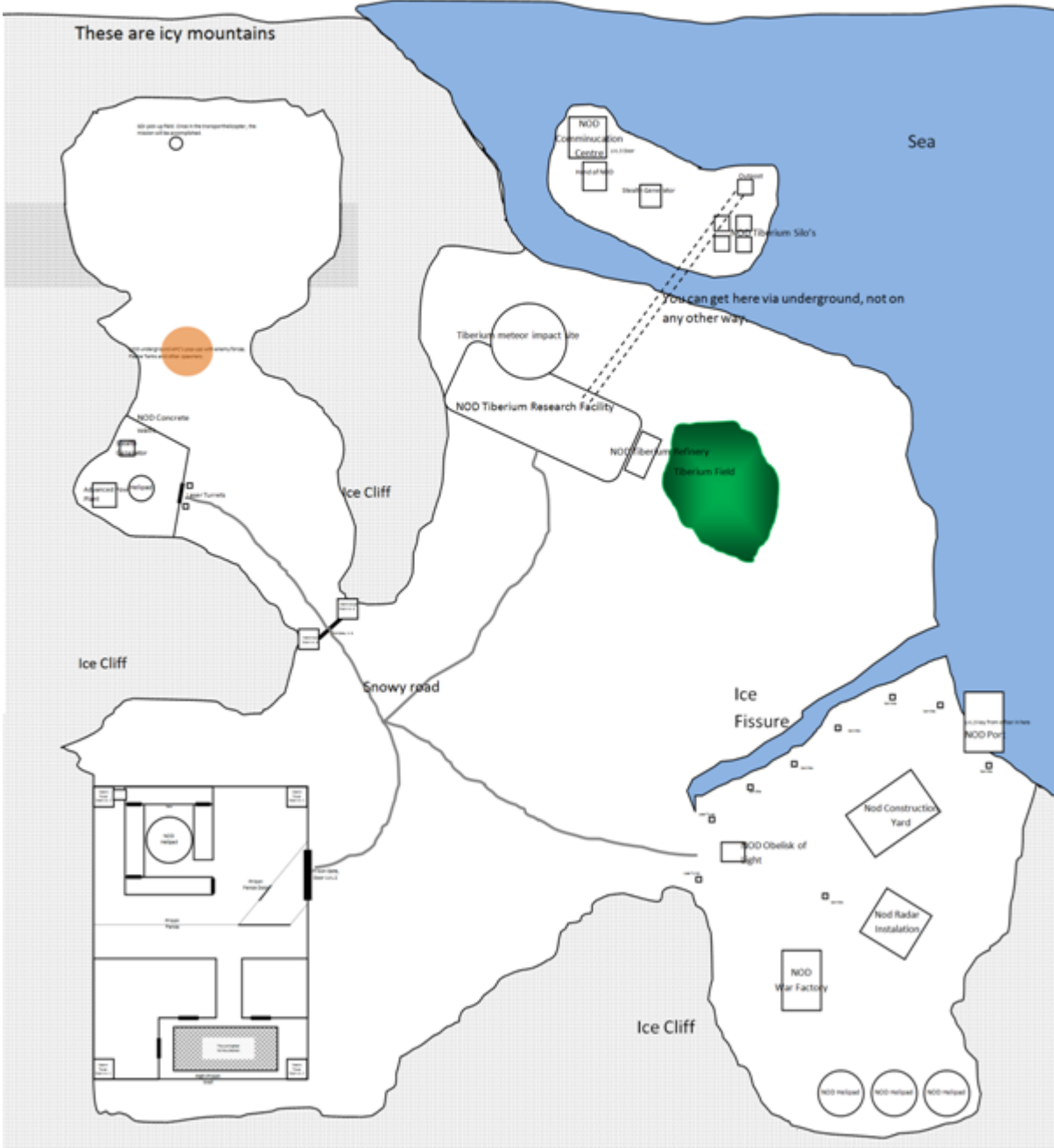
Kind regards

### File Attachments

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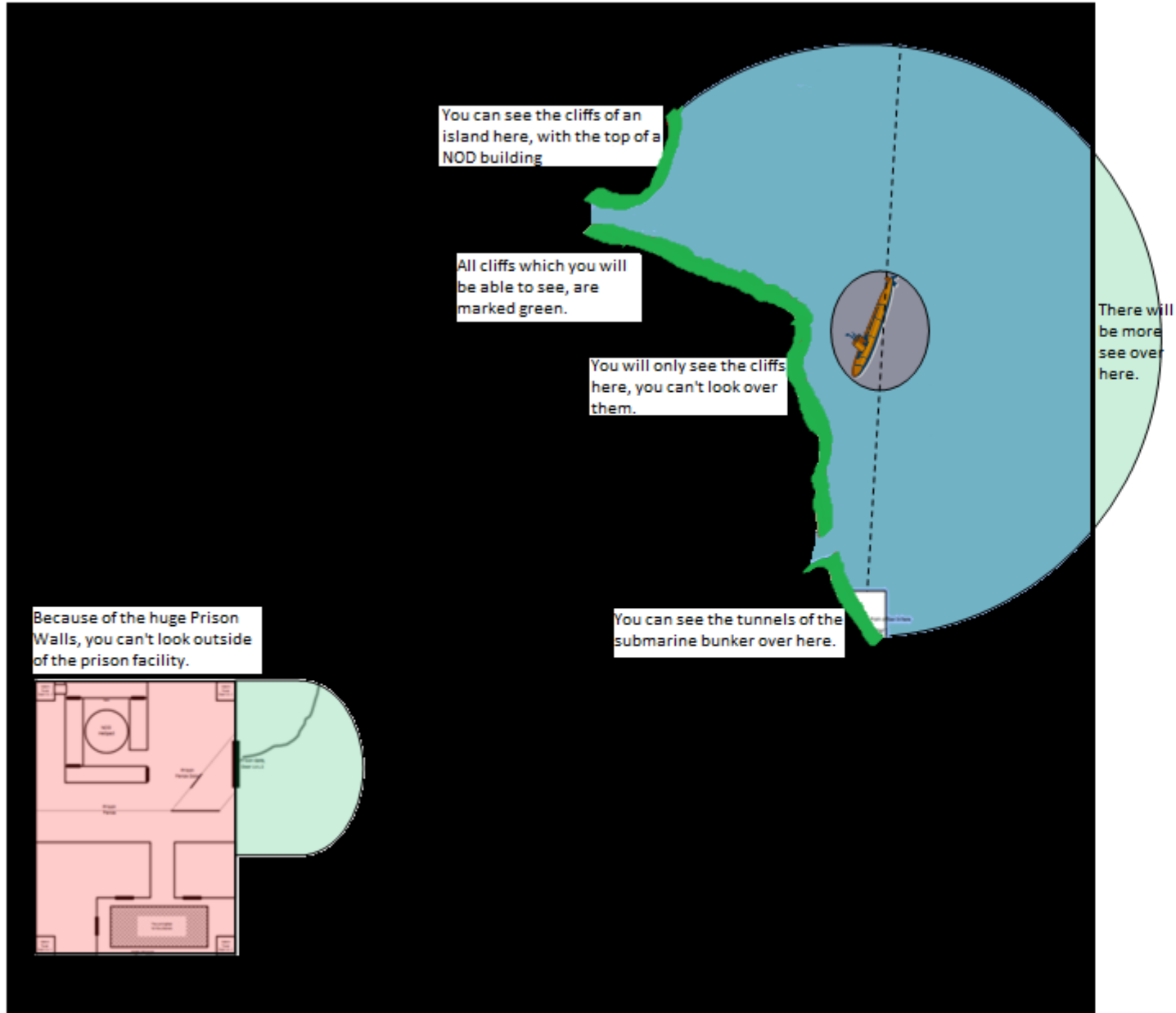
1) [The%20Map%20itself%20Small%20Version.png](#), downloaded 359 times

The whole map will be snowy. The land is higher than the sea, causing cliffs to appear near the sea. At the top of the buildings there will be snow.  
**The map itself is really big**, there will be large open snowy fields, like between the Prison Facility, Nod base and the Nod Tiberium Research facility.  
 As you can see, the Nod Tiberium Research Facility indeed is a hell of a building.



2) [The%20Three%20missions%2C%20without%20objectives.png](#), downloaded 360 times

# Mission 1: Baggage to Prison



You can walk everywhere what is marked red.

You can only see what is marked red and green, you won't be able to walk there at any circumstances.

The black area is an area where there isn't anything at all. Like this, there will be less terrain and less lag