
Subject: C&C_Hell Released!

Posted by [Aircraftkiller](#) on Wed, 05 Nov 2003 22:42:55 GMT

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

nastym4nAircraftkillerIt looks good for a first try, but ass for a real level.

lol - I like people who are not afraid to voice their opinions!

Its actually about my 16th map. I just never got past the crunching part with the old ones cause i was running a PII with 32Mb of RAM.

You should try Pathfind generating with that!!!

Someone mentioned getting lost. You may have noticed the not-so-subtle lighting.

This is so you can find your way. Red is Nod, green is GDI - easy see?

As far as the stealth suits go, they are in my next map, which should be with us by the weekend. C&C_Portals, featuring stealth suits, 26 seperate teleports and true DM (no buildings for you C&C saddos to hit)

thanks for the feedback! Keep modding!

Bleh, teleporters...

The reason I say it's ass is due to the texturing and layout. While the theme is unique, it's not presented very well... If at all, in some places.

It's a lot better than my first attempt over a year ago... But you have access to all these great tutorials that we never had back then.

Okay I'm out of "grandpa" mode now...
