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Subject: Re: I Would like to make a map, but i need help!

Posted by [Dante](#) on Sun, 09 Nov 2003 20:10:58 GMT

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CnCsoldier08i hava a good idea for a map but i duno how to make maps.

\* The Idea \*

Ok, it's a map of Los Angeles, California. Theres a parking garage, a prison, and an airport(LAX). It also has an abandoned military base, which is occupied by GDI, while Nod has the airport. the runway could act as the airstrip and the gdi base is normal. Jail has keycard locked cells with weapons and powerups, red card good weapons (i.e. ramjet, PIC, rail gun, etc.), yellow has medium weapons: patch gun, normal sniper, laser chain gun, etc. and green has normal like shotgun auto rifle and so on. Parking garage has civilian cars that you can drive\*maybe 1 hummer\* there are sewers which you can use to get around the map underground.

das going to be a big ass map... considering LAX alone is about 4x the size of any map available for Ren, as well as having the parking garage next to it, then if you add the nearest prison, which is about 30-40 miles away, and stack a "make believe" abandoned military base (cause they do that alot in LA)...

why call it a map after LA and include LAX, only thing you are doing that even remotely comes close to LA is add an airport, LA doesn't have a prison, its in Chino, LA doesn't have an abandoned Military Base, etc....

it would be kewl to see a map like you explained (except, liek LAish?!?)

but, good luck with your layout im sure it could be something, just remember how many "big profile" buildings you are wanting to put in, and how much detail & size these items are.

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