
Subject: Stunts/roleplay map.. come here to get it.
Posted by [htmlgod](#) on Sun, 30 May 2004 02:16:34 GMT

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Very sweet map. I played on it for a solid 40 minutes without getting bored. I think you should rename it to C&C_World.mix or something, that map is humongous. This map has pretty much everything imagineable.

Here are some things I noticed, both good and bad:

- You don't have [x]Shatter on most of your windows
- most of the meshes of civilian structures are default material; especially stuff like the sheds, barns, etc
- I had a handful of missing textures, probably just because I'm too much of a loser to put everything I've got into my data folder.
- Tons of great DSAPO items - everything from vases to toilets to spare bricks from construction. Really adds a great degree of realism to the map.
- Very mario-esque "walkway into the sky," but its so long, took me like 10 attempts to get to the end.
- Hummer physics make it exceptionally prone to flipping
- Very trippin' water

I also took the liberty of taking some screenshots, since you didn't get around to taking any. I'm sure I didn't get to every item in the map, since the map itself is probably about half the size of texas, but I've got 26 pics of interesting things, just to encourage others to get this great map.

<http://newhope.conquergaming.com/roleplay/1.jpg>
<http://newhope.conquergaming.com/roleplay/2.jpg>
<http://newhope.conquergaming.com/roleplay/3.jpg>
<http://newhope.conquergaming.com/roleplay/4.jpg>
<http://newhope.conquergaming.com/roleplay/5.jpg>
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<http://newhope.conquergaming.com/roleplay/25.jpg>
<http://newhope.conquergaming.com/roleplay/26.jpg>

Like I said, this is a very cool map. Perfect for a rainy-day exploration or something, or just like a week-long roleplay game. I give it a 10/10 for outstanding originality, design, size, and everything else that matters (except for maybe AOW gameplay, of course). I also noticed it had a whole lot of the textures from my texture pack, so I'm glad to see those being put to good use.
