
Subject: C&C_Uphill
Posted by [Titan1x77](#) on Mon, 19 Apr 2004 00:55:58 GMT
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Small map i made,Comparable to Under or Feild...Just with no base Defenses.

http://www.renstation.net/titan/maps/C&C_Uphill.zip

Subject: C&C_Uphill
Posted by [Jaspah](#) on Mon, 19 Apr 2004 01:31:11 GMT
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Interesting.

Subject: C&C_Uphill
Posted by [rm5248](#) on Mon, 19 Apr 2004 01:35:22 GMT
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Now we all know that Aircraftkiller will come in and say:

"It sucks"

Subject: C&C_Uphill
Posted by [Imdgr8one](#) on Mon, 19 Apr 2004 02:03:49 GMT
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He'll say exactly what I think too-
That doesn't show us shit...show us some more.

Subject: Re: C&C_Uphill
Posted by [Fabian](#) on Mon, 19 Apr 2004 02:11:25 GMT
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Titan1x77
http://www.renstation.net/titan/maps/C&C_Uphill.zip

You must have missed that

Subject: C&C_Uphill

Posted by [Crimson](#) on Mon, 19 Apr 2004 02:13:47 GMT

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I just played it out in Single player... I think Titan is starting to see that the best maps are simple. Not a lot of eye candy and special effects... just two bases and some terrain in between. I don't understand the "mesa" things that he uses everywhere. I don't think that sort of dirt formation exists without some weird erosion...

But overall, it's a really nice map and it looks like it will play well. Nice work, Titan!

Subject: C&C_Uphill

Posted by [Fabian](#) on Mon, 19 Apr 2004 02:19:19 GMT

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only bug i could find is that the MCT in the airstrip control tower dissapears sometimes...but that shouldn't effect gameplay.

I really really like this map. If there is any way i can help you with future maps, let me know.

Subject: C&C_Uphill

Posted by [sniper12345](#) on Mon, 19 Apr 2004 05:22:30 GMT

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ONJ H NOS THIS MEP IASD TEH SUXXORRRSSSSS 11111 LIEK
WWLWOWWAL1O1L1O1!!!!!!!!!!!!!!!!!!!!11LOLOLOLOLOL

Subject: C&C_Uphill

Posted by [Titan1x77](#) on Mon, 19 Apr 2004 05:31:55 GMT

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Crimson...those are just some rock's...yea they arent to fancy...just extruded terrain...but they have a rock texture on it with some blending at the bottom.

Provides cover....I'll try and make them more jagged to give it a rock look next time.

Subject: C&C_Uphill

Posted by [DarkFish](#) on Mon, 19 Apr 2004 09:09:05 GMT

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Nice map, looks good, and seems like it would play well.

I like it, I just have one worry

In the Nod base, it seems to be very easy to get from the tunnels to the PP (very little ground between them). This would seem to make it hard to defend. Unsure about this, as I haven't played it online.
