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Subject: more maps made by ME! YAYYYYYY!  
Posted by [nastym4n](#) on Wed, 05 May 2004 01:59:20 GMT  
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1. C&C Stolen Technology (AOW)
2. C&C Hell II (DM)
3. C&C Airborne (AOW)

Currently under development, due over the next 8 weeks, 1st out this Friday.

Purists will, as ever, be disappointed.

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Subject: more maps made by ME! YAYYYYYY!  
Posted by [nastym4n](#) on Wed, 05 May 2004 02:00:30 GMT  
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screens from C&C Stolen Technology.

Map is slightly blocky in places, but good layout and decent texturing.

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Subject: more maps made by ME! YAYYYYYY!  
Posted by [Madtone](#) on Wed, 05 May 2004 02:22:35 GMT  
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i love the setting/enviroment.

Kinda gives across a "Totall Recall" feel to it.

Can't really see the layout of it, but i like the texturing an setting.

Maybe put some more "objects" into it. Some props of some sort.

Not sure where the stolen technology bit comes into it?

More shots would be good.

Overall, not bad looking but could use more "stuff" in it!

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Subject: more maps made by ME! YAYYYYYY!  
Posted by [nastym4n](#) on Wed, 05 May 2004 02:38:03 GMT  
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Madtone

Not sure where the stolen technology bit comes into it?

Overall, not bad looking but could use more "stuff" in it!

Constructive criticism....? Here? At Renegade Public Forums??

I think I need to lie down!

thanks for your comments, consider it taken on board.

As to the stolen tech bit, it has no base defences, flying structures (ramped) and several routes into each base.

Consider what unit GDI feels the lack of most in this situation, and you'll be about there.

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Subject: more maps made by ME! YAYYYYYY!

Posted by [Madtone](#) on Wed, 05 May 2004 02:53:13 GMT

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Ahhh, nice thinking.

Well maybe to compensate for it, think about maybe putting usable defensive guns. Like a mounted gattling gun or something where the player can hop in an use it to defend themselves from rush's.

Maybe plop a few of those around certain areas of the base entrance, those would make it a bit more interactive an fun.

Also a few rocks or something on the way to the base entrances for players to hide an take cover behing might be beneficial.

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Subject: more maps made by ME! YAYYYYYY!

Posted by [Spice](#) on Wed, 05 May 2004 03:15:52 GMT

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Stolen technolegy is nice. I really like how it plays. Only problem ... I dont get the stolen technology part

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