
Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Fri, 29 Nov 2002 11:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

So u think ur talented eh? well, Im not, I never even tried making a map for Renegade... but heres my idea:Don't you know about those "laser-quest"-games? (I dont know what they might be called in the US or where-ever...) It would make a great setting for a deathmatch map. An arena, with a "base" for each side... (not a real C&C base!) The arena would have 3 sectors, a yellow one, an orange one, and a red one. You will be able to c in which territorium you are by the colored strips on the walls and other misc stuff...If any1 thinks this is worth further explaining, post your questions here...edit:ow and the orange sector is between the yellow and red [November 29, 2002, 11:02: Message edited by: xBlackopp]

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Fri, 29 Nov 2002 11:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

It would require totally new textures and such...But I could do it if time permits.

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Fri, 29 Nov 2002 11:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey theres no schedule I only came up with this idea just now, ur free to do with it what u want... i just thought it would make a fun map, cuz those arena's are kindof maze-like

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Fri, 29 Nov 2002 15:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Interesting....you mean like a maze? Divided into three parts? Red, Orange and Yellow?Give me more details on MSN, AIM or ICQ...post here how I may reach you on one of these...

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Fri, 29 Nov 2002 16:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i could do it, ez.....

Subject: Caution: Idea for a talented mapmaker inside...

Posted by [Anonymous](#) on Sat, 30 Nov 2002 01:13:00 GMT

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

well, im trying to find some pictures of such an arena... but so far no luck

Subject: Caution: Idea for a talented mapmaker inside...

Posted by [Anonymous](#) on Sat, 30 Nov 2002 01:33:00 GMT

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

oh well...u basically have an arena, with 2 sides, and in the "center" a neutral zone, which isnt that neutral at all You'd have all kinds of objects to hide behind, like walls with holes in em etc... You'd have to return to your own "base" to reload ur ammo and health.If possible, there should also be an object in the bases that, if destroyed, will earn the enemy a lot of points, but this object should return after destruction...ow and the arena should be pretty dark. dark walls etc. but with lots of "ligts" (animated?)

Subject: Caution: Idea for a talented mapmaker inside...

Posted by [Anonymous](#) on Sat, 30 Nov 2002 02:24:00 GMT

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

quote:Originally posted by xBlackopp:oh well...u basically have an arena, with 2 sides, and in the "center" a neutral zone, which isnt that neutral at all You'd have all kinds of objects to hide behind, like walls with holes in em etc... You'd have to return to your own "base" to reload ur ammo and health.If possible, there should also be an object in the bases that, if destroyed, will earn the enemy a lot of points, but this object should return after destruction...ow and the arena should be pretty dark. dark walls etc. but with lots of "ligts" (animated?)Sounds interesting....and challenging I'll start working on it. You have AIM, MSN or ICQ?

Subject: Caution: Idea for a talented mapmaker inside...

Posted by [Anonymous](#) on Sat, 30 Nov 2002 02:59:00 GMT

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

I have MSN: rjvereijken@hotmail.com(its a dutch name)

Subject: Caution: Idea for a talented mapmaker inside...

Posted by [Anonymous](#) on Sat, 30 Nov 2002 05:52:00 GMT

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

Nice idea for a quack 3 level, but not for renegade.

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Sat, 30 Nov 2002 09:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Einstein:Nice idea for a quack 3 level, but not for renegade.Ehm, if you read it all, u wouldve noticed we're talking about a Deatchmatch-map... So there'll be no real base on this map... just a shooting frenzy

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Sun, 01 Dec 2002 08:40:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

so whats a quack anywayz?

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Sun, 01 Dec 2002 09:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

A game where Ducks Evlove and start killing all the humans!!! its one big mission and you can travel the WORLD! its also a MMORPG

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Sun, 01 Dec 2002 10:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Laser2150:A game where Ducks Evlove and start killing all the humans!!! its one big mission and you can travel the WORLD! its also a MMORPG

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Sun, 01 Dec 2002 10:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

an arena, with 2 sides, and in the "center" a neutral zone, which isnt that neutral at all You'd have all kinds of objects to hide behind, like walls with holes in em etc... You'd have to return to your own "base" to reload ur ammo and health.If possible, there should also be an object in the bases that, if destroyed, will earn the enemy a lot of points, but this object should return after destruction...ow and the arena should be pretty dark. dark walls etc. but with lots of "ligts" (animated?)Sounds interesting....and challenging I'll start working on it. You have AIM, MSN or ICQ?You'll never finish it, so why are you even bothering? Go finish one of the other maps you promised to give, but failed to show.

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Sun, 01 Dec 2002 10:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

nownow

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Sun, 01 Dec 2002 13:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

posted by xBlackopp:oh well...u basically have an arena, with 2 sides, and in the "center" a neutral zone, which isnt that neutral at all You'd have all kinds of objects to hide behind, like walls with holes in em etc... You'd have to return to your own "base" to reload ur ammo and health.If possible, there should also be an object in the bases that, if destroyed, will earn the enemy a lot of points, but this object should return after destruction...ow and the arena should be pretty dark. dark walls etc. but with lots of "ligts" (animated?)Sounds interesting....and challenging
I'll start working on it. You have AIM, MSN or ICQ?You'll never finish it, so why are you even bothering? Go finish one of the other maps you promised to give, but failed to show.Want to bet it?

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Sun, 01 Dec 2002 14:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

2 sides, and in the "center" a neutral zone, which isnt that neutral at all You'd have all kinds of objects to hide behind, like walls with holes in em etc... You'd have to return to your own "base" to reload ur ammo and health.If possible, there should also be an object in the bases that, if destroyed, will earn the enemy a lot of points, but this object should return after destruction...ow and the arena should be pretty dark. dark walls etc. but with lots of "ligts" (animated?)Sounds interesting....and challenging
I'll start working on it. You have AIM, MSN or ICQ?You'll never finish it, so why are you even bothering? Go finish one of the other maps you promised to give, but failed to show.Want to bet it?Why do I need to bet?Lets list what you've promised and failed to deliver:Project ZeRoThe Seasons modificationParkRefinery DMAntarcticaAnd some others I can't remember...

Subject: Caution: Idea for a talented mapmaker inside...
Posted by [Anonymous](#) on Sun, 01 Dec 2002 15:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

xBlackopp:oh well...u basically have an arena, with 2 sides, and in the "center" a neutral zone, which isnt that neutral at all You'd have all kinds of objects to hide behind, like walls with holes in em etc... You'd have to return to your own "base" to reload ur ammo and health.If possible, there should also be an object in the bases that, if destroyed, will earn the enemy a lot of points, but this object should return after destruction...ow and the arena should be pretty dark. dark walls etc. but with lots of "ligts" (animated?)Sounds interesting....and challenging I'll start working on it. You have AIM, MSN or ICQ?You'll never finish it, so why are you even bothering? Go finish one of the other maps you promised to give, but failed to show.Want to bet it?Why do I need to bet?Lets list what you've promised and failed to deliver:Project ZeRoThe Seasons modificationParkRefinery DMAntarcticaAnd some others I can't remember...C&C Park - Done - gMax File Corrupted.C&C Antarctica - Done, and already in MIX.C&C Sean Battle - Done, and already in MIX.C&C Snow Maze - Beta Testing.C&C Town - gMax modeling.C&C Refinery DM - Didn't like it, I throwed it into Recycle Bin.C&C EarthQuake - Oh...more info soon C&C DogFight - First real open aircraft DM map.
