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Subject: C&C\_Dam\_Dm.mix  
Posted by [JeepRubi](#) on Sun, 06 Nov 2005 16:44:47 GMT  
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I made another map, this time not from scratch. I used the dam from level 2, GDI starts in the Obelisk and Nod starts in the Power Plant. Its a deathmatch so no buildings work. Tell me what you think.

[http://www.lmsbc.com/downloads/renegade/maps/C&C\\_Dam\\_DM.zip](http://www.lmsbc.com/downloads/renegade/maps/C&C_Dam_DM.zip)

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Subject: Re: C&C\_Dam\_Dm.mix  
Posted by [Naamloos](#) on Sun, 06 Nov 2005 17:31:28 GMT  
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Nothing new.

And atleast you could have cut away the un-used parts of the map to save poly's...

<http://www.n00bstories.com/image.fetch.php?id=1206372007>

If you wan't to edit the missions, try to be creative in doing so.

I had a little project a while back that was going to make multiplayer 'assault' maps out of most missions, but I stopped working on it after 2 levels.

I added new weapons (in way of use, not models) such as chemical sniper rifle's, mobile earthquake generators(lol), atomic mines, ect. And they where hidden in the mission area's, along with bots to fill the place up.

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Subject: Re: C&C\_Dam\_Dm.mix  
Posted by [Aircraftkiller](#) on Sun, 06 Nov 2005 17:41:49 GMT  
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Subject: Re: C&C\_Dam\_Dm.mix  
Posted by [icedog90](#) on Mon, 07 Nov 2005 06:15:44 GMT  
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Instead of bashing Aircraftkiller, I'd take that information in mind if I were you.

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Subject: Re: C&C\_Dam\_Dm.mix

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Posted by [bisen11](#) on Mon, 07 Nov 2005 15:31:16 GMT

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Don't some Irish last names.

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Subject: Re: C&C\_Dam\_Dm.mix

Posted by [AADude7](#) on Mon, 07 Nov 2005 19:50:41 GMT

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Why the hell are you making a DM map of a single player level? If you do, most of the credit would be going to Westwood for making the terrain. Theres already all single player maps out.

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Subject: Re: C&C\_Dam\_Dm.mix

Posted by [rm5248](#) on Mon, 07 Nov 2005 20:43:19 GMT

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Know what would be cool? Have 2 dams facing each other (lake in the middle) and to win the game, you have to either kill the base or destroy the dam facing the enemy base to flood the base and kill everything.

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Subject: Re: C&C\_Dam\_Dm.mix

Posted by [Spice](#) on Fri, 25 Nov 2005 11:45:31 GMT

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Screenshots are a must!

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