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Subject: Yet another WIP map...

Posted by [=HT=T-Bird](#) on Mon, 16 Jan 2006 02:53:55 GMT

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This time, its my first public Ren map, C&C\_Combat\_Canyon\_DM. This is a pure TDM map with no buildings, PTs, or vehicles set in a grassy, steep-walled, L-shaped canyon that contains a pair of Tiberium fields. The map is currently in beta and can be downloaded from here. Updates will go here.

P.S. The Tib fields are somewhat glitchy, this probably is due to the fact that this is a heightfield map...

P.P.S. The Nod autorifle SHOULD be discarded for spawning Noddies in favor of the stronger GDI version...how do I do that?

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#### File Attachments

1) [C&C\\_Combat\\_Canyon\\_DM\\_Beta1.mix](#), downloaded 139 times

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Subject: Re: Yet another WIP map...

Posted by [PaRaDoX](#) on Mon, 16 Jan 2006 05:52:12 GMT

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bleh...

heightfield is useless use a grey scale bmp if you are not to good with Renx or 3dsmax and i do not understand about the autorifle.

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Subject: Re: Yet another WIP map...

Posted by [JeepRubi](#) on Mon, 16 Jan 2006 13:11:45 GMT

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The nod auto rifle does 5 damage , the gdi does 7. He wants to know how to make it so nod gets gdi's.

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BTW: The map is WAY too small for more than two people.

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Subject: Re: Yet another WIP map...

Posted by [bisen11](#) on Mon, 16 Jan 2006 16:39:46 GMT

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What is WIP?

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Subject: Re: Yet another WIP map...

Posted by [JeepRubi](#) on Mon, 16 Jan 2006 17:09:41 GMT

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Work In Progress

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