Subject: C&C\_FlyingBase

Posted by Anonymous on Wed, 25 Dec 2002 13:30:00 GMT

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My first C&C Mode Map! just 2 bases in space. Next to the Red Sun Icarus (A-Car-is) The Harvester Now collects a special metal that is worth more than the tiberium.http://www.n00bstories.com/image.view.php?id=1804582842http://www.n00bstories.com/image.view.php?id=1329177084http://www.n00bstories.com/image.view.php?id=1935496944

Subject: C&C\_FlyingBase

Posted by Anonymous on Wed, 25 Dec 2002 13:34:00 GMT

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Sweet, it looks verry good!

Subject: C&C\_FlyingBase

Posted by Anonymous on Wed, 25 Dec 2002 13:36:00 GMT

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here is an Idea so no flaming starts, make a bit like cloud city from star wars, add a texture that circles both bases, have a cloud texture move across it, and add a plane under both bases, like an overhead picture of the ground, that way it will look high up. Call it Cloud city or something, add a floating city, not need many buildings, in the middle with bridges to each base. so peeps can still use tanks. then add Tiberium in a loading dock somewhere in the city.wont take long.orleave it the way it is. (

Subject: C&C\_FlyingBase

Posted by Anonymous on Wed, 25 Dec 2002 13:37:00 GMT

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Um, at best, that looks horrible.

Subject: C&C\_FlyingBase

Posted by Anonymous on Wed, 25 Dec 2002 13:39:00 GMT

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Nice, but i think you must work on the tetures ( uvmmapping)

Subject: C&C\_FlyingBase

Posted by Anonymous on Wed, 25 Dec 2002 13:54:00 GMT

I know! ACK said its horrible, not \*\*\*\*. Must be in a good mood i like that idea... i like the cloud idea...who knows, maybe if im not lazy, ill do it.

Subject: C&C\_FlyingBase

Posted by Anonymous on Wed, 25 Dec 2002 14:52:00 GMT

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do i get credit for making the turret work, wait, skip that, i dont think i want credit for anything in that mapno offense

Subject: C&C\_FlyingBase

Posted by Anonymous on Wed, 25 Dec 2002 16:12:00 GMT

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thanks alot! o well, it was just a test to try getting a CNC mode map working. it was fun anyway.... what to make now...

Subject: C&C\_FlyingBase

Posted by Anonymous on Wed, 25 Dec 2002 18:46:00 GMT

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That's...crap.

Subject: C&C\_FlyingBase

Posted by Anonymous on Wed, 25 Dec 2002 21:29:00 GMT

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dont listen to them

Subject: C&C\_FlyingBase

Posted by Anonymous on Wed, 25 Dec 2002 21:51:00 GMT

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I like it, but it looks a little too red to me. Also, do bridges or anything lead between the two bases?

Subject: C&C\_FlyingBase

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It's a variations to the usual maps so well done.

Subject: C&C\_FlyingBase

Posted by Anonymous on Thu, 26 Dec 2002 11:22:00 GMT

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Ok, I said that it was crap, but like I do all the time, I'll download it lol

Subject: C&C\_FlyingBase

Posted by Anonymous on Thu, 26 Dec 2002 11:53:00 GMT

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I made a map something like that before, but I never finished it.It was mostly different though, but it envolved bases on floating...uh...things.

Subject: C&C\_FlyingBase

Posted by Anonymous on Thu, 26 Dec 2002 15:21:00 GMT

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whoa supporters lol, there is brigdes, you will see... i might finish that map, its almost done anyway. Also about the RED, its the sun light effect. did you want it green then?

Subject: C&C\_FlyingBase

Posted by Anonymous on Thu, 26 Dec 2002 15:24:00 GMT

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quote:Originally posted by Laser2150:whoa supporters lol, there is brigdes, you will see... i might finish that map, its almost done anyway. Also about the RED, its the sun light effect. did you want it green then?No, I want blue! it's really nice!

Subject: C&C\_FlyingBase

Posted by Anonymous on Thu, 26 Dec 2002 15:45:00 GMT

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quote:Originally posted by Laser2150:whoa supporters lol, there is brigdes, you will see... i might finish that map, its almost done anyway. Also about the RED, its the sun light effect. did you want it green then?Why not mix them both in, and make it a neon map?

Subject: C&C\_FlyingBase

Posted by Anonymous on Thu, 26 Dec 2002 18:40:00 GMT

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it's too big!the base floats on... what?the 'what' floats on what?the 'what' stands on what?the 'what' stands on what?the 'what' stands on what? the 'what'

Subject: C&C\_FlyingBase

Posted by Anonymous on Fri, 27 Dec 2002 09:34:00 GMT

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Good job Laser.Don't worry about the people that talk smack. They just don't want anyone taking a piece of their glory pie.I say, finish it. The community, NOT A ARROGANT IDIOT, is who decides what is good or not.The people are ALWAYS looking for more avenues to fight on. We want variety. Do they have to be perfect? Well we've ALL SEEN maps by the self proclaimed king that aren't perfect, be they can still be fun to play.Keep up the good work.

Subject: C&C\_FlyingBase

Posted by Anonymous on Fri, 27 Dec 2002 09:59:00 GMT

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quote:Originally posted by AndrewCow:The people are ALWAYS looking for more avenues to fight on. We want variety. Do they have to be perfect? Well we've ALL SEEN maps by the self proclaimed king that aren't perfect, be they can still be fun to play.Exactly, it doesn't really matter how it looks, but how much fun it is to play on.Please, finish the map and release it to the community. [December 27, 2002, 11:37: Message edited by: vloktboky03]

Subject: C&C\_FlyingBase

Posted by Anonymous on Fri, 27 Dec 2002 12:07:00 GMT

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Hey! we got ourselfs a flamer that doesn't know how to really flame. I don't think you can have 2 suns.

Dage 4 of F Congreted from Command and Congress Departed Official Forums

## Subject: C&C\_FlyingBase

Posted by Anonymous on Sat, 28 Dec 2002 05:45:00 GMT

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quote:Originally posted by Taximes:I made a map something like that before, but I never finished it.It was mostly different though, but it envolved bases on floating...uh...things.So in other words it is nothing like it.