
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=1804582842><http://www.n00bstories.com/image.view.php?id=1329177084><http://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

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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

Posted by [Anonymous](#) on Thu, 26 Dec 2002 02:33:00 GMT

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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 involved 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 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 involved bases on floating...uh...things.So in other words it is nothing like it.
