
Subject: C&C Arid

Posted by [Halo38](#) on Sat, 19 Aug 2006 16:55:51 GMT

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For those of you that don't venture in to the mod forum...

This map is set in a mysterious desert canyon.

This took me under 3 weeks from start to finish (C&C_Bio took me 6-8 months) so don't expect anything too radically new I had a load of low poly models sitting on my HDD doing nothing so I put this together.

Download here --> www.laeubi.de/halo38/maps

Subject: Re: C&C Arid

Posted by [m1a1_abrams](#) on Sat, 19 Aug 2006 17:17:57 GMT

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Ooh, from the screenshots, I like it. Going to check it out.

Edit: nice map! Great design and it looks good. I think the building in the center would be lots of fun for infantry duels.

Btw, your download location seems to think it's a html file. I just renamed it to zip and it worked OK.

Subject: Re: C&C Arid
Posted by [Sn1per74*](#) on Sun, 20 Aug 2006 02:17:44 GMT
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THATS COOL! Good work.

Subject: Re: C&C Arid
Posted by [Kanezor](#) on Sun, 20 Aug 2006 02:22:18 GMT
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Where's the civilians? I WANT TO BRAINWASH THOSE CIVVIES!

Subject: Re: C&C Arid
Posted by [Halo38](#) on Sun, 20 Aug 2006 12:59:11 GMT
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m1a1_abrams wrote on Sat, 19 August 2006 13:17Ooh, from the screenshots, I like it. Going to check it out.

Edit: nice map! Great design and it looks good. I think the building in the center would be lots of fun for infantry duels.

Btw, your download location seems to think it's a html file. I just renamed it to zip and it worked OK.

I got laeubi to tell me what I was doing wrong, the download problem is fixed, and links are clearer thanks for letting me know about this

Subject: Re: C&C Arid
Posted by [Dover](#) on Mon, 21 Aug 2006 13:23:53 GMT
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I'll have to give it a look-over when I get back to the States (And Renegade!). Looks good though.

Subject: Re: C&C Arid
Posted by [icedog90](#) on Mon, 21 Aug 2006 17:15:38 GMT
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You surely have hax.
