
Subject: C&C_Permafrost - Beta
Posted by [escelade3](#) on Tue, 29 Aug 2006 18:53:02 GMT
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Here is a map I've been working on and I have completed a beta for it.

Here is a screenshot.

Here is a link to download the beta.
http://www.unrules.com/FileSharing/tabid/63/DMXModule/437/Command/Core_Download/Default.aspx?EntryId=16

Let me know what you think of it.

I already know that the Vehicle blockers are visible.

Subject: Re: C&C_Permafrost - Beta
Posted by [ghost](#) on Tue, 29 Aug 2006 19:26:24 GMT
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I like the idea of adding those "islands". Might I add if i were working on this I would change a few things.

Subject: Re: C&C_Permafrost - Beta
Posted by [jnz](#) on Tue, 29 Aug 2006 19:39:17 GMT
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i like it, i like it alot. in fact i love it!

Subject: Re: C&C_Permafrost - Beta
Posted by [CarrierII](#) on Tue, 29 Aug 2006 22:31:56 GMT
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looking good. Can't wait for the finished one!

Subject: Re: C&C_Permafrost - Beta
Posted by [LR01](#) on Wed, 30 Aug 2006 16:49:19 GMT
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Yes, it sure is nice

Tips:

try to use a texture more on the cliffs (you can see the UVW mapping to good (thats me))

Some trees maybe?

maybe some ceiling guns in air/wf , a hottie can destroy air easily now

You have rotated you AGT, now, the problem is that you can't rotate the building controller (well, you can, but it wont effect the ceiling gun) which are now floating, try rotate the map and not the AGT

Keep up the good work!
