
Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Mon, 27 Jan 2003 22:45:00 GMT

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Screenshots of Gobi:

<http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=102>Download:
http://www.cncrenegade.info/modules.php?name=Downloads&d_op=viewdownload&cid=27&orderby=dateDThis took me a few days to refurbish and fix... Retextured, refinished, everything's done including visibility sectors. Have fun! Infantry only, with Tiberium Harvesters that spawn from the Tiberium Refinery... Should make for fast-paced games.

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Mon, 27 Jan 2003 22:58:00 GMT

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like i said... looks like mini walls...

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Mon, 27 Jan 2003 23:18:00 GMT

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Like I said, you're wrong... lol

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 02:23:00 GMT

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quote:with Tiberium Harvesters that spawn from the Tiberium Refinery...GJ I heard that is a tricky thing to get working

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 05:56:00 GMT

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That was quick. Maps ok. I do think it reminds me of walls but that's mostly the colors.

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 06:12:00 GMT

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can you imagine all the unfinished WW maps came with the game? then you would have slightly better MP games... u know what we need... CLOSE COMBAT WEAPONS!!! (like in half life get a crowbar hit them on the head they fall down and then smash up the body...) maybe an army knife? (what does this have to do with the topic??)

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 07:13:00 GMT

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quote:Originally posted by ZERITH:can you imagine all the unfinished WW maps came with the game? then you would have slightly better MP games... u know what we need... CLOSE COMBAT WEAPONS!!! (like in half life get a crowbar hit them on the head they fall down and then smash up the body...) maybe an army knife? (what does this have to do with the topic??) Shotgun works just as well scooby.

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 09:14:00 GMT

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this map is pretty good, but is a bit cramped and lacking a certin flare. could use 1 or 2 machine gun nests per base to add some defense, like your Elgin AFB

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 13:05:00 GMT

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quote:Originally posted by Dante:like i said... looks like mini walls...I agree. It has that 'Walls' feel to it, but deathmatches should be interesting, if only I saw a server with them (and enough people).

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 13:42:00 GMT

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Nice Job Ack! Can't wait to see all the maps! Ill put it up on my server

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 13:49:00 GMT

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Nice little map. Does remind me somewhat of walls. Anyone else has this problem or is it just my clan who tested it. The harvs didn't work unless you killed them once, then they worked fine. They didn't seem to move unless you killed it then a new working one spawned. this was on a 20 player server in gamespy mode with 6 people playing. Anyone ese experienced this problem?

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 14:00:00 GMT
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I only tried it in lan but it worked fine there so it should in the real game.

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 14:03:00 GMT
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quote:Originally posted by YSLMuffins: quote:Originally posted by Dante:like i said... looks like mini walls...I agree. It has that 'Walls' feel to it, but deathmatches should be interesting, if only I saw a server with them (and enough people).i'm trying -- btw -- where's my free muffins you promised>>?????

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 15:33:00 GMT
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hmmm, I thought the map would be more like Mesa.

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 19:03:00 GMT
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Hour Glass meets walls!

Subject: C&C Gobi is released! Another unfinished WS map.
Posted by [Anonymous](#) on Tue, 28 Jan 2003 19:12:00 GMT
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It's got clipping problems in the central area of the map, a polygon line can be seen flickering from an angle.

Subject: C&C Gobi is released! Another unfinished WS map.

Posted by [Anonymous](#) on Tue, 28 Jan 2003 19:32:00 GMT

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quote:Originally posted by Taximes:It's got clipping problems in the central area of the map, a polygon line can be seen flickering from an angle. Every map has that.

Subject: C&C Gobi is released! Another unfinished WS map.

Posted by [Anonymous](#) on Wed, 29 Jan 2003 00:27:00 GMT

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HEy ack nice map.... but it just wasnt as fun as the others... it was way to easy to kill the base if you were nod... just get a stelfed unit and nuke the crap out of um... but i was a good map... g\j

Subject: C&C Gobi is released! Another unfinished WS map.

Posted by [Anonymous](#) on Wed, 29 Jan 2003 07:36:00 GMT

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No, they don't. Just realign the vertices and you can fix it in no time flat.
