
Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 14:51:00 GMT

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I'd already made one map while I was waiting for ModX to get back up so I made a simple DM map. They are called C&C_Ocean and C&C_Oasis. Feel free to post them on sites if you wish, but only if I'm credited!!** C&C Ocean **In this map, gdi has struck big in oil, tons of oil coming in every day. then nod decides to try and get the oil for themselves. So GDI throws everything down and starts fighting their lives for it. Nod has an advantage and a weakness, they've built walls to prevent long range attacks, but nods obelisk is so high, it towers over the wall. that's the advantage, but it is still not prevented from long range attacks, so GDI can still shoot at it from the walls.Screens: 1 2 3 4 5 -----** C&C Oasis **In this map, for some reason nod and gdi are stuck out in an oasis, and there are guns everywhere... and nod and gdi fight for their lives! fun!Make sure to watch out for quicksand! and if your head goes under water, you start to loselife at 5 life things per secondScreens: 1 2 3 4 5 Comments, Questions? Have fun!

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 14:55:00 GMT

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These maps are not worth the DL. From the SS alone you can see these are very newbie maps....You still have a lot to learn about mapping, but you obviously have good ideas.....or do you?

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 14:58:00 GMT

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gee.. thanks I really appreciate your comment.and actually C&C_Ocean is really fun, I was playin it w/ some friends and had a blast.. well as much as a blast as you can get from playin a comp game. [February 13, 2003, 14:59: Message edited by: MoDMaNiA]

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:01:00 GMT

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...Wannabe (not you mod)Who cares?He's a beginner.I like to play beginner maps.

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:03:00 GMT

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Look, you obviously just slapped these together and do not have the patience to trail and error and rework things until they are right. I can tell that from the screenshots of that ocean one. I mean, you can see the edge of the ocean, and you can see out into the emptiness of the program. Wait till ACK gets his claws in yah.

Subject: 2 New Maps!
Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:04:00 GMT
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umm.. no that's not the end, that's all the screen showed of it, it's cause I'm in an orca, and the maps not made for orcas, it's from a spawn mod I made, it was on during the time I was making the map

Subject: 2 New Maps!
Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:07:00 GMT
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quote:Originally posted by MoDMaNiA:gee.. thanks I really appreciate your comment.and actually C&C_Ocean is really fun, I was playin it w/ some friends and had a blast.. well as much as a blast as you can get from playin a comp game.well if there really ur friends, A) u could have had fun on just some flat plane as well as ur mapsB) they said they liked ur maps but they really knew they sucked sry, truth hurts

Subject: 2 New Maps!
Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:11:00 GMT
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well, I thought they were pretty fun, never said they're perfect but they're fun.Least I'm makin an effort :/

Subject: 2 New Maps!
Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:24:00 GMT
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its ok, all i ask is u dont post junk mods, thanx

Subject: 2 New Maps!
Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:30:00 GMT
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okie dokie.. then what's somethin I could improve on? So I can learn from my mistakes and whatnot.

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:32:00 GMT

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I think it needs a more complex design, therefore u should make a simpler design that every1 but me shall like lol

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:35:00 GMT

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jeez guys, no wonder people are leaving the community. Someone tries to to make a map, ok it's not "perfect" but there's no need to react like that!Give the newbies suggestions for improvments, dont flame them and their maps to death or they wont bother with making more and better maps.

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:38:00 GMT

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quote:Originally posted by killakanz:jeez guys, no wonder people are leaving the community. Someone tries to to make a map, ok it's not "perfect" but there's no need to react like that!Give the newbies suggestions for improvments, dont flame them and their maps to death or they wont bother with making more and better maps.loli dont mind a n00b map as long as they try but if it doesnt even look like they tried....

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:42:00 GMT

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The first things I made didn't "look as if I tried" compared to the stuff I make now, but I was so proud of it I wanted the whole world to have it.See what I'm getting at?

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:46:00 GMT

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alls im sayin is that i hate dl things that suck but i got them cause they had an exciting pic that

looked really fun but it was just 1 partand im jsut a hard grader lol

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:49:00 GMT

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hehe, sounds like you're easilly conned by experienced advertisers.I only download maps if other people tell me it's good or fun to play. Let other people make that mistake for me Edit=typo... [February 13, 2003, 15:50: Message edited by: killakanz]

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:51:00 GMT

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main reason is im usually sooo bored it just dont matter, i dl then get rid of 98\% of them lol

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 16:39:00 GMT

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These maps are okay.

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 18:38:00 GMT

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For the love of god, change the wall texture for Nod, a GDI texture doesn't look very good for a Nod wall! A little more thought might be needed, no where for infantry to rush without the ob trying to join. And worse Gdi is at a dis, because Nod rushes would be much easier, and they could do some easy long range without fear from the AGT.GDI rushes could easily be stopped by Ob from a distance, while the team takes care of the rest of the rushers. hope you will fix these minor needs.

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 18:59:00 GMT

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hmm got about 1 good comment I think.. I dont think i'll make new versions of 'em, Oasis is kinda messed up, gotta pretty much do it over.

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 19:18:00 GMT

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Sheesh, mean people these days. Dont worry, if you cant get Renx DM maps working good, there's always heightfeild, and i love it .

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 20:05:00 GMT

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Good job, and keep up the good work The only way to get good at making maps is to make them period. I am sure that most of the n00bs around here that are flamin' ya couldn't make a map like this if their life depended on it! Just keep practicing and soon you will be a pro!

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 20:49:00 GMT

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You have good ideas. But you have alot to learn. I knew about as much about mapping as you do a month ago. But after a bunch of tutorials, I learned the stuff that the pros use. You need to learn how to blend. I'll download the first map to see what you know so far.

Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 20:54:00 GMT

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Hey! What the hell do I use to open it!? I clicked on it and microsoft picture it! loaded up! I have nothing to open .php with. Only make it a zip. If the poor *****s with slow internet connections can't download this within 3 seconds, tough ****. They shouldn't download these anyway because thy're gonna lag everyone's game up.Edit: what the -- I can't say b'stard!? [February 13, 2003, 20:55: Message edited by: dead4ayear2]
