

---

Subject: C&C Basin is announced - the first map with operational  
Posted by [Anonymous](#) on Fri, 14 Feb 2003 02:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The map is set around the time between Tiberian Dawn and Tiberian Sun, the clouds are getting thicker and the climate is changing for the worst. In this basin, lies a GDI and Nod base, separated only by a bridge and the expanse between them. There are three ways into the bases. Over the bridge, along the back trail, or through the basin itself. There are no base defenses in the map except for GDI Guard Towers and Nod Turrets. The Construction Yards repair your base slowly, but steadily... Until they blow up, that

is. <http://www.n00bstories.com/image.fetch.php?id=1297981422>  
<http://www.n00bstories.com/image.fetch.php?id=1265846809>  
<http://www.n00bstories.com/image.fetch.php?id=2074409525>  
<http://www.n00bstories.com/image.fetch.php?id=1492619413>  
<http://www.n00bstories.com/image.fetch.php?id=1245760700>  
<http://www.n00bstories.com/image.fetch.php?id=1741926532>  
<http://www.n00bstories.com/image.fetch.php?id=1495613082>  
<http://www.n00bstories.com/image.fetch.php?id=2061544988>  
<http://www.n00bstories.com/image.fetch.php?id=1803074176>  
<http://www.n00bstories.com/image.fetch.php?id=1279462369>

---

---

Subject: C&C Basin is announced - the first map with operational  
Posted by [Anonymous](#) on Fri, 14 Feb 2003 03:16:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Looks interesting, does the construction yard repair itself too. How did you zoom out the view in level edit. Good work.

---

---

Subject: C&C Basin is announced - the first map with operational  
Posted by [Anonymous](#) on Fri, 14 Feb 2003 04:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I love it.

---

---

Subject: C&C Basin is announced - the first map with operational  
Posted by [Anonymous](#) on Fri, 14 Feb 2003 05:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

looks great!

---

---

Subject: C&C Basin is announced - the first map with operational  
Posted by [Anonymous](#) on Fri, 14 Feb 2003 06:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Cool.

---

Subject: C&C Basin is announced - the first map with operational

Posted by [Anonymous](#) on Fri, 14 Feb 2003 08:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

looks kewl, but not really the first...the first working conyard in a map using that script and properly repairing was a GDI minigunner on Volcano if i do recall... [ February 14, 2003, 08:23: Message edited by: Dante ]

---

Subject: C&C Basin is announced - the first map with operational

Posted by [Anonymous](#) on Fri, 14 Feb 2003 08:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I like you. I take you off of sig.P.S. Hurry with map! I've never seen conyard interiors.

---

Subject: C&C Basin is announced - the first map with operational

Posted by [Anonymous](#) on Fri, 14 Feb 2003 13:16:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Dante:looks kewl, but not really the first...the first working conyard in a map using that script and properly repairing was a GDI minigunner on Volcano if i do recall...You know what I meant, an actual map where people will play it.Yes, I'll be adding Tiberium to the map in a few spots, it's one of the last things I do lately.

---

Subject: C&C Basin is announced - the first map with operational

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

[View Forum Message](#) <> [Reply to Message](#)

---

will the conyard be the same as the sp version, or will there be a more simplified mp version in this map?

---

Subject: C&C Basin is announced - the first map with operational

Posted by [Anonymous](#) on Fri, 14 Feb 2003 14:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Looks like someone never downloaded the Buildings.zip file from Westwood's public FTP.

---

Subject: C&C Basin is announced - the first map with operational

Posted by [Anonymous](#) on Fri, 14 Feb 2003 20:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

looks like you can make things less complicated and just answer the question.

---

---

Subject: C&C Basin is announced - the first map with operational  
Posted by [Anonymous](#) on Fri, 14 Feb 2003 20:19:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I did answer it, if you look beyond what I'm saying at the implied idea...

---

Subject: C&C Basin is announced - the first map with operational  
Posted by [Anonymous](#) on Fri, 14 Feb 2003 21:08:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

whatever im not gonna download buildings.zip when you could have just tole me straight foward...i dont even care anymore--even thought the map does look sweet.

---

Subject: C&C Basin is announced - the first map with operational  
Posted by [Anonymous](#) on Sat, 15 Feb 2003 00:10:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

NICE!, It's kind of how I envisioned C&C Gobi. it needs tiberium if it is set between TD&TS.

---