
Subject: [Renegade Map] C&C_Enterway
Posted by [sla.ro\(master\)](#) on Mon, 15 Aug 2011 13:28:17 GMT
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C&C_Enterway is a map based on first map of DOOM II (thanks ID Software and DOOM community for textures and map idea). In this map you have Infantry Barracks and Tib Silo (on Nod and GDI), there are some defenses and controllable defenses. A lot of powerups and crates (2 zones for crates).

The map was originally designed for DeathMatch, but i decided to make it as AOW. The map has a lot of rooms and outdoor area.

created by sla.ro
textures by DOOM community, ID Software, EA.
map idea from Doom II

there are few bugs who i know about them, i will make version 2 of this map who will have better texturing and much more objects.

video coming soon..

thanks.

(i will make and map 2 of DOOM II, but will be more detailed)

File Attachments

1) [c&c_enterway.rar](#), downloaded 273 times

Subject: Re: [Renegade Map] C&C_Enterway
Posted by [danpaul88](#) on Mon, 15 Aug 2011 17:16:32 GMT
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Surely you mean;

Entryway

?

Subject: Re: [Renegade Map] C&C_Enterway
Posted by [sla.ro\(master\)](#) on Mon, 15 Aug 2011 17:31:28 GMT
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your right, lol, but lets say i renamed because of copyright

edit: i can't use Doom II's map names because i will have problems with ID Software about

copyrights, i better rename the maps a little bit to prevent this.

i will remake the map, this time with some better looking textures and almost same size as original, this map is huge than the doom one, lol

Subject: Re: [Renegade Map] C&C_Enterway

Posted by [liquidv2](#) on Mon, 15 Aug 2011 18:51:18 GMT

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C&C_TheWayOfEntry

got them good

it's cool if you throw some screenshots into the topic of the map so people can see what you've done without having to download it

Subject: Re: [Renegade Map] C&C_Enterway

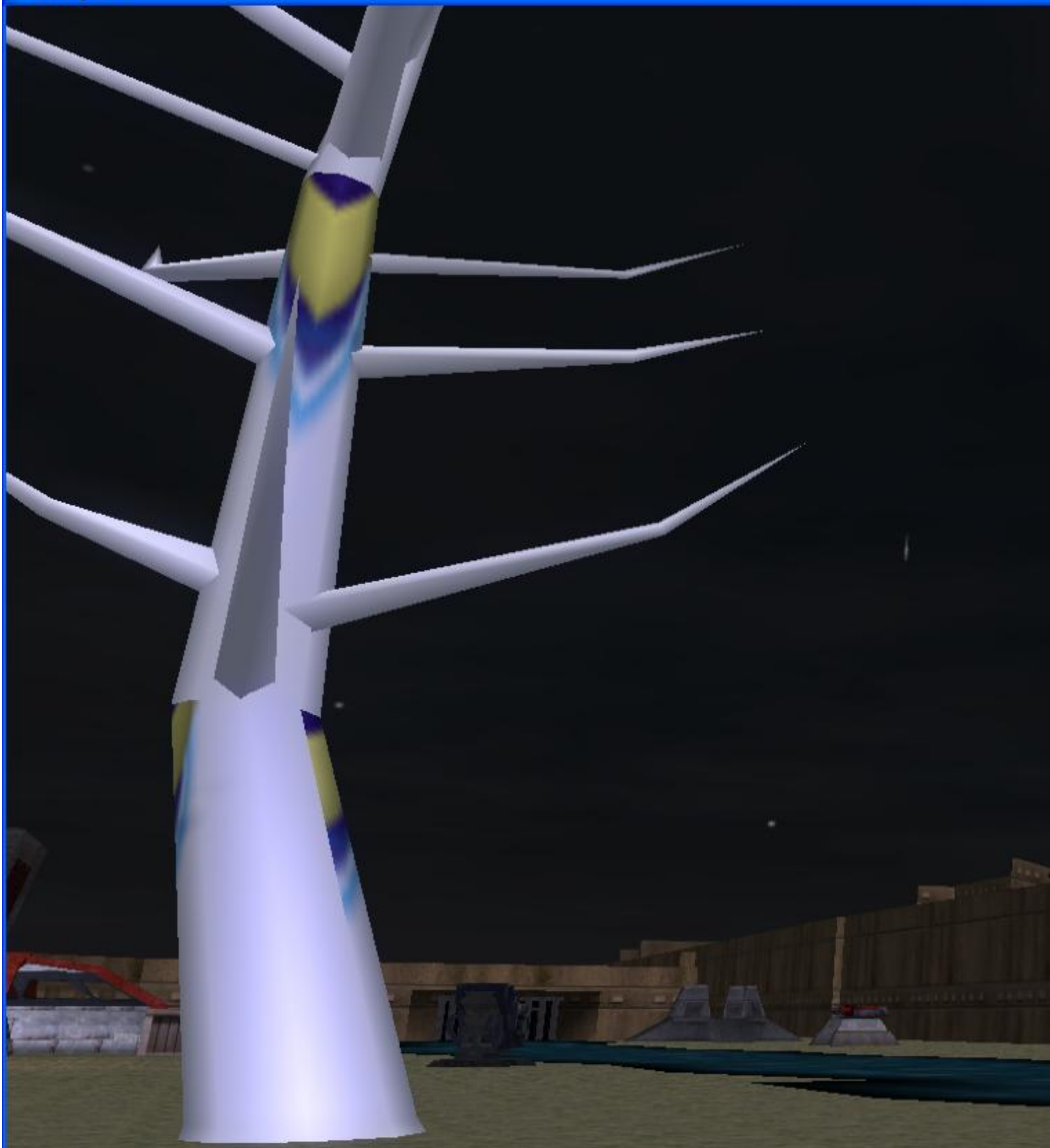
Posted by [Blazea58](#) on Mon, 15 Aug 2011 19:04:45 GMT

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Hate to say it, but i think this map stinks, the water is flowing the wrong way , and also looks really out of place where it is, the map takes you into a bunch of pointless hallways with pointless computer equipment all over the place, then leads to the Gdi base which is just as boring as the Nod base visually. I don't know what to say other then it needs much more work.

File Attachments

1) [ScreenShot623.JPG](#), downloaded 1400 times



Subject: Re: [Renegade Map] C&C_Enterway
Posted by [sla.ro\(master\)](#) on Mon, 15 Aug 2011 19:29:34 GMT
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i know, i need to work on it more, i will try improve it
