Subject: [MAP] C&C_Nodewar
Posted by zunnie on Tue, 06 Mar 2012 09:22:45 GMT
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DOWNLOAD: http://www.multiplayerforums.com/downloads/index.php?act=view&id=332
WEBSITE: http://www.ultraaow.com
VIDEO:
http://www.youtube.com/watch?v=od5FHA4yRoo&context=C30cbcc5ADOEgsToPDskJSBjQ
_jvmUgQQbV2GTdGHZ

Welcome to Nodewar

This is a Domination map designed by Mauler and zunnie. It will run on the UltraAOW server very
soon.
You can capture the Control Nodes by repairing them. When your team has captured a Node they
will get
one 'capture point' per second.
A vehicle will spawn on the Spawnpad when you capture the Control Node to defend it.
The Control Node will change animation and coloring depending on the team that owns it (or
neutral blue).
This map has 4 Control Nodes. The more Control Nodes your team owns, the faster you will win
the game.
Buildings cannot be destroyed on this map as the purpose is to capture the Control Nodes.
Up for download and run on the UltraAOW server.

The Control Nodes and Vehicle Spawnpad designs are from CnC3.
Although the ANIMATIONS and ICONS were done by Mauler.

Greetz zunnie

Subject: Re: [MAP] C&C_Nodewar
Posted by zunnie on Tue, 06 Mar 2012 11:19:48 GMT
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For mappers: You will have to wait for the new 4.0 release then a few new scripts will be available
to setup your map as a domination one.
If you do, then use the files in the zipfile below for the Control Points.

http://www.ultraaow.com/downloads/Domination_Control_Points_by_Mauler.zip

Script Detailed Info:
http://www.ultraaow.com/scripts.php

Subject: Re: [MAP] C&C_Nodewar
Posted by zunnie on Tue, 06 Mar 2012 13:25:01 GMT
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Also for mappers:

The leveledit files so you can look how i did stuff. download

The 3dsmax8 source file of the map: download