Subject: C&C_Center_Point *wip*
Posted by zunnie on Sat, 24 Mar 2012 21:12:55 GMT

View Forum Message <> Reply to Message

VIDEO: http://www.youtube.com/watch?v=mOVPDPK7e9I

Test version: http://www.zunnie.net/renegade/center_point/ (get the rar)
XWIS: a0000000w
IP: 188.138.84.233:7000

Again, this is a map i made for TCW. But now i am converting it for use in Renegade.

There will be a Control Point in the center top side of the map.
When this point is "captured" (repaired) the Carrier will attack
the enemy base with its onboard cannons until the enemy base is
destroyed. Though when the Control Point is destroyed the Carrier
will stop attacking.

All units will have no ability to damage the buildings. Only the Aircraft Carrier can damage and kill
buildings.

When the Control Point is captured, your team will get two Buggy's or two Humm-vee's to protect
it.

One Timed C4 will be able to kill the Control Point, although i might
change this as the SBH can easily get close to the enemy Control Point and C4 it... So maybe 2
Timed C4's is better, then you
need more teamwork to kill the Control Point and stop the Carrier attacks.

WIP Shot:

Subject: Re: C&C_Center_Point *wip*
Posted by zunnie on Sat, 24 Mar 2012 22:38:08 GMT

View Forum Message <> Reply to Message

And here is an editor shot:

Subject: Re: C&C_Center_Point *wip*
Posted by zunnie on Sat, 24 Mar 2012 23:54:32 GMT

View Forum Message <> Reply to Message

Another shop from in the editor:

Subject: Re: C&C_Center_Point *wip*
Posted by zunnie on Sun, 25 Mar 2012 01:50:25 GMT
View Forum Message <> Reply to Message

A short video of it all happening:

http://www.youtube.com/watch?v=mOVPDPK7e9I

Subject: Re: C&C_Center_Point *wip*
Posted by zunnie on Sun, 25 Mar 2012 02:31:40 GMT
View Forum Message <> Reply to Message

Test version: http://www.zunnie.net/renegade/center_point/ (get the rar)
XWIS: a0000000w
IP: 188.138.84.233:7000

edit, ingame shot: