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Subject: Map Idea

Posted by [Havocman](#) on Fri, 09 May 2003 00:52:27 GMT

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I got this idea when i was comeing home on the Tech Bus.

CNC Carpark. (DM)

Takes place in a Underground parking Structure with some Vades for Cars!  
that you can use. The Huge vaders they Use in the Nod Tech Center (sp missions)

It can be 3 or 2 floors. Maybe a vader that leads to the Spawning Offices.

yea you have to take a Vader to Get the spawning points.

So what do you think?

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Subject: Map Idea

Posted by [Madtone](#) on Fri, 09 May 2003 01:07:39 GMT

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Whats a vader?

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Subject: Map Idea

Posted by [Havocman](#) on Fri, 09 May 2003 01:11:42 GMT

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MadtoneWhats a vader?

The Guy with the Mask that Says

"Luke i am your Father"

No really it's short for Elevator

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Subject: Map Idea

Posted by [Madtone](#) on Fri, 09 May 2003 01:24:02 GMT

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oh, ok..

Well first of all "Vaders" kinda really lag a game down in MP so thats outta the question i guess.

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umm, yeah this sounds fun, i could model a terrain up for ya or design a few models, whatever...

Gimme a shout.

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Subject: Map Idea

Posted by [Halo38](#) on Fri, 09 May 2003 12:46:03 GMT

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Sounds like the carpark mp map for perfect dark except elevators in place of ramps. It may work..

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Subject: Map Idea

Posted by [Havocman](#) on Fri, 09 May 2003 21:31:14 GMT

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You can do it mad. Just don't add any cars you can drive around in.. i think that will be a little unfair.

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Subject: Map Idea

Posted by [Dante](#) on Fri, 09 May 2003 23:03:29 GMT

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temp the drivable cars, and check the IsFake box on the Physics Model Tab

this will remove all the Setting and transitions from it making it a decorative object.

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Subject: Map Idea

Posted by [Havocman](#) on Sun, 11 May 2003 22:33:30 GMT

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well yea dante thats what i was aiming for.. but my Gmax skills sucks so im gonna make this a public idea

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Subject: Map Idea

Posted by [Havocman](#) on Wed, 14 May 2003 02:26:56 GMT

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so uh any takers?

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Subject: Map Idea

Posted by [Madtone](#) on Wed, 14 May 2003 02:28:26 GMT

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yes, im doing the modeling, but im doing it in my free time as well as a million other things!

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Subject: Map Idea

Posted by [Havocman](#) on Wed, 14 May 2003 02:31:41 GMT

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kool.

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