
Subject: (new map idea) Space station
Posted by [Infinint](#) on Sun, 10 Aug 2003 04:58:32 GMT
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do you think a space station map would be cool or not?

what it would be gdi in the space station and nod is on a shuttel thats docked in the loading bay and trys to take over the ship. it would be kinda star treky like the loading bay would have a force feild that keeps the air in and when you step out you die. other things like a planet in the back ground and lots of detail and stuff...

Subject: (new map idea) Space station
Posted by [lmdgr8one](#) on Sun, 10 Aug 2003 05:24:28 GMT
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Go play the System Shock maps that ACK made. Those are really awesome maps.

Subject: (new map idea) Space station
Posted by [Infinint](#) on Sun, 10 Aug 2003 05:53:23 GMT
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im talking about makeing a new map not playing already made maps
i just want to see if people will like a map like that before i make it

Subject: (new map idea) Space station
Posted by [brent3000](#) on Sun, 10 Aug 2003 07:50:06 GMT
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Infinintim talking about makeing a new map not playing already made maps
i just want to see if people will like a map like that before i make it
that will be cool

Subject: Re: (new map idea) Space station
Posted by [Xtrm2Matt](#) on Sun, 10 Aug 2003 13:03:56 GMT
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Infinintdo you think a apscae station map would be cool or not?

What is a apscae station?? Is that a typo or a name of a space station??

Subject: (new map idea) Space station
Posted by [ohmybad](#) on Sun, 10 Aug 2003 13:42:09 GMT
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a space station :rolleyes:

Subject: (new map idea) Space station
Posted by [Neo](#) on Sun, 10 Aug 2003 13:50:53 GMT
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ohmybada space station :rolleyes:

Hate to go off topic, but the Renegade mod site in your sig, is that your site? Or if it isn't, do you know the owner. I need to talk to the owner of that site.

Subject: (new map idea) Space station
Posted by [ohmybad](#) on Sun, 10 Aug 2003 14:21:39 GMT
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No, Im not the owner but here is the owners email: grahamn@usefulwebsitesltd.com

Subject: (new map idea) Space station
Posted by [Neo](#) on Sun, 10 Aug 2003 15:22:30 GMT
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ohmybadNo, Im not the owner but here is the owners email: grahamn@usefulwebsitesltd.com

Thank you

Subject: (new map idea) Space station
Posted by [Xtrm2Matt](#) on Sun, 10 Aug 2003 15:24:17 GMT
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ohmybada space station :rolleyes:

I'm not a Space Freak or someone who will watch CNN the minute NASA is mentioned, how am i suppose to know eh??

Subject: (new map idea) Space station
Posted by [boma57](#) on Sun, 10 Aug 2003 19:08:00 GMT

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I made skins awhile back that turned the Chem Trooper into an astronaut and the Lear Jet into a space shuttle, so I started making a map that had two space stations on asteroids, with the characters all being different versions of the astronaut, and the only vehicle being the space shuttle, but I lost it in a format.

Subject: (new map idea) Space station
Posted by [Infinint](#) on Sun, 10 Aug 2003 22:22:54 GMT

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i see a few people have already did something like this, hey Taximes can i barrow a few of though skins for nod
or maybe we have all nods units the chem warror W3D, and then to make it more realistic i'd have to make it sonod dint get killed when thay stepped outside so id need to make the death zone only effect gdi.

Subject: (new map idea) Space station
Posted by [boma57](#) on Mon, 11 Aug 2003 00:14:22 GMT

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Infininti see a few people have already did something like this, hey Taximes can i barrow a few of though skins for nod
or maybe we have all nods units the chem warror W3D, and then to make it more realistic i'd have to make it sonod dint get killed when thay stepped outside so id need to make the death zone only effect gdi.

I lost the skins in a format, otherwise I would give them to you.

What I was planning on doing, though, was having "airlocks", etc. Each team would have a few characters that could only stay inside the space station, and a few characters that could go outside, with the ones that could go outside being the ones who have the chem trooper skin.

Subject: (new map idea) Space station
Posted by [Infinint](#) on Mon, 11 Aug 2003 00:44:34 GMT

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guy who could go outside would be like 2000 \$ but would be abil to get about better though air locks on the side and the force feild in the landing bay. is there a way to make selected units die in a death zone and some servive?

Subject: (new map idea) Space station

Posted by [Fraga](#) on Mon, 11 Aug 2003 01:29:57 GMT

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Its called Over lord

Subject: (new map idea) Space station

Posted by [xSeth2k2x](#) on Mon, 11 Aug 2003 01:34:08 GMT

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overlord isnt in space nor is a space station :rolleyes:

Subject: (new map idea) Space station

Posted by [Infinint](#) on Mon, 11 Aug 2003 02:49:33 GMT

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overlord was a good map and lots of people seemed to like the invation setting which is why me and seth came up with this idea
