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Subject: New map idea

Posted by [Who Knows](#) on Tue, 19 Aug 2003 23:58:26 GMT

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Alright I have a new map idea that I believe would be fairly fun. It is based on Vietnam. You know mostly trees and a few roads. The vehicles, except for the flying of course, would be limited to the roads and a few skilled Rocket Soldiers could annihilate any thing that comes in. You could even texture a grass that would make you less visible when standing and almost invivible when crouching.

Could even be a mod, but anyways, would anyone like to do a map like this? Or teach me how to? Or point me to a map like this one?

Thanks.

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Subject: New map idea

Posted by [Sir Phoenixx](#) on Wed, 20 Aug 2003 01:41:12 GMT

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The grass thing...

Model the grass. Just put in a bunch of simple two side planes for "groups" of grass (around 4-10 polygons each) with grass skins, give these no physical/bullet collision. (I'm not talking about modeling each individual blade of grass, but more like a group of blades of grass).

This would only make you less visible if you could go prone.

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