Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Cpo64 on Wed, 15 Oct 2003 05:13:10 GMT
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I am getting tired off all these people saying oh I am leaving Renegade, blah, blah, blah...

Send a message to the people who you knew well, and if some how down the road, someone wonders, hey where did that guy go? The people who cared will know...

I for one will be here for a long time...
So those of you who think you would be lucky enough to lose me, too bad

Now, I get back to work, on my next map, it is still in the realy early versions. I am thinking about opening up the left side, and putting an ocean. and the texture is only on there so when I am testing I am not looking at blue polys and such.

And while you are waiting for that to come out, go download and play C&C Divergence at RenFiles

Am I shamelessly plugging? Why yes, yes I am...

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Aircraftkiller on Wed, 15 Oct 2003 05:27:23 GMT
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Looks like a golf course.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Cpo64 on Wed, 15 Oct 2003 05:30:03 GMT
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LOL, you are right, but as I said, the only reason there is a texture on it is for testing purposes.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Aircraftkiller on Wed, 15 Oct 2003 05:40:41 GMT
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Go for it, call it C&C_Golf_Course or something... That would be wicked, put in sand traps, some water hazards and fairways... Make each base sit on a green with a little hole in the middle and a flag stuck in it that waves in the wind.

You'd better do it before I take the idea and make it work.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Cpo64 on Wed, 15 Oct 2003 05:53:46 GMT
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Uhh... I will let you take that one Ack...

I don't think I have the abilitys to make it worth while, but you do, so I will let you give it a go.
Maybe you could even get some golfer skins, mmm, Golfer Sidney...

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Blazer on Wed, 15 Oct 2003 07:19:04 GMT
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LOL be careful or GOLF COURSE will turn into a RoofGnomes!

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Gernader8 on Wed, 15 Oct 2003 11:09:22 GMT
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AircraftkillerLooks like a golf course.

OF DEATH!

With a couple of tunnels I think it will be a pretty cool map.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by bigwig992 on Wed, 15 Oct 2003 11:42:03 GMT
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I can see it now...Little golf carts sitting on the sides of the green, drivable of course. Sand pits
that sink down. Some random civilians on the course with crappy golf club models attached to
their hand bones. Aww man, I'd play that all the time.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Sir Phoenixx on Wed, 15 Oct 2003 13:19:18 GMT
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Lol...

Would you rather do a beach map thing that looks like a golf course or a golf course that looks like
a golf course?

For the golf course thingie... Make the GDI/Nod sides "mini", small enough to fit the entire GDI base on the green of the first hole, and the entire Nod base on the green of the eighth hole. Make all of the holes tunnels that connect to each other. The "mountains" in this map can be the thick trees that surround all of the courses, including small paths through the thick forest like boundaries to connect the different courses. Oh, and make it flying...

(I wonder if you could make a unit get stuck if it drives into an area like a sand trap or a pond/lake, and I mean stuck as in the tank can't move anymore and sits there for the rest of the game...)

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Ferhago on Wed, 15 Oct 2003 13:51:52 GMT
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Oh my god. Thats a kick ass map idea. CNC GOLF COURSE WOULD ROCK.

Or maybe even CNC MINI GOLF. With tons of dsapo objects!

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Gernader8 on Wed, 15 Oct 2003 20:39:32 GMT
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bigwig992I can see it now...Little golf carts sitting on the sides of the green, drivable of course. Sand pits that sink down. Some random civilians on the course with crappy golf club models attached to their hand bones. Aww man, I'd play that all the time.

Hey! I still have my golf cart model that we were going to use in the SS mod for an extra

---

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Deafwasp on Wed, 15 Oct 2003 21:07:53 GMT
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RAWK! call it C&C_Fairway and put like a huge golf ball in the middle of a tiberium feild, and mod it so the harvesters look like golf ball retreivers.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by OrcaPilot26 on Wed, 15 Oct 2003 22:04:49 GMT
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aaahhh, a mutant golf ball!, I've thought of making a golf course map before, I might give it a try now.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Deafwasp on Wed, 15 Oct 2003 22:17:36 GMT
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do it RIGHT. If I don't see a Pro Shop, it isn't worth it.

Subject: Re: Alright, well that is it, bye... oh, I am still here...
Posted by spreegem on Wed, 15 Oct 2003 22:49:30 GMT
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Cpo64And while you are waiting for that to come out, go download and play C&C Divergence at
RenFiles

You failed to mention that it is also available at my site

EclipseGames

Subject: Re: Alright, well that is it, bye... oh, I am still here...
Posted by exnyte on Wed, 15 Oct 2003 23:07:56 GMT
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spreegemCpo64And while you are waiting for that to come out, go download and play C&C
Divergence at RenFiles

You failed to mention that it is also available at my site

EclipseGames

Wonder why....?

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Wild1 on Wed, 15 Oct 2003 23:15:17 GMT
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Were you planning on connecting all those dead ends, or just leaving them be? Wait, my bad are
those lowlying hills? Uhh whatever, forget about that.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Imdgr8one on Wed, 15 Oct 2003 23:46:01 GMT
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AircraftkillerGo for it, call it C&C_Golf_Course or something... That would be wicked, put in sand traps, some water hazards and fairways... Make each base sit on a green with a little hole in the middle and a flag stuck in it that waves in the wind.

You'd better do it before I take the idea and make it work.
I beg you to finish DM_Skatepark

Subject: Re: Alright, well that is it, bye... oh, I am still here...
Posted by spreegem on Thu, 16 Oct 2003 00:00:41 GMT
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majikentspreegemCpo64And while you are waiting for that to come out, go download and play C&C Divergence at RenFiles

You failed to mention that it is also available at my site

EclipseGames

Wonder why....?

Slow due to the fact I'm running it off of one my old coms, and DSL, if ppl donated I would pay for a server . . .

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by kopaka649 on Thu, 16 Oct 2003 00:17:40 GMT
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AircraftkillerLooks like a golf course.
just what i was going to say lol

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Cpo64 on Thu, 16 Oct 2003 00:54:09 GMT
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Those dead ends will have tunnles leading into the adjacent bases.
The two dead ends are also now connected to each other by a beach, when I get the water done I will post another picture.

Subject: Re: Alright, well that is it, bye... oh, I am still here...
Posted by Cpo64 on Thu, 16 Oct 2003 00:57:31 GMT
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spreegemCpo64And while you are waiting for that to come out, go download and play C&C Divergence at RenFiles

You failed to mention that it is also available at my site

EclipseGames
Yes, I did neglect to put your site in... Sorry, but there are a few other sites that have it too, and if I made a habit of mention all of them, I would get finger cramps

---

Subject: Re: Alright, well that is it, bye... oh, I am still here...
Posted by spreegem on Thu, 16 Oct 2003 00:58:17 GMT
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Cpo64spreegemCpo64And while you are waiting for that to come out, go download and play C&C Divergence at RenFiles

You failed to mention that it is also available at my site

EclipseGames
Yes, I did neglect to put your site in... Sorry, but there are a few other sites that have it too, and if I made a habit of mention all of them, I would get finger cramps

Ohh ok, just wondering.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by warranto on Thu, 16 Oct 2003 10:06:18 GMT
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Quote: Make each base sit on a green with a little hole in the middle and a flag stuck in it that waves in the wind.

And just to keep with the golf theme, have the ped near or over the hole! Use a small modified bunker to enclose the ped so that at least it would require some skill to enter, place and defend the beacon.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by TheMouse on Thu, 16 Oct 2003 20:55:22 GMT
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AircraftkillerGo for it, call it C&C_Golf_Course or something... That would be wicked, put in sand traps, some water hazards and fairways... Make each base sit on a green with a little hole in the middle and a flag stuck in it that waves in the wind.

You'd better do it before I take the idea and make it work.

 That would be hilarious... C&C_Golf_Course. You should model a golfcart, and make it drivable, then stick it in around the course.

Quote:Go for it

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Jaspah on Fri, 17 Oct 2003 00:45:39 GMT
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Would be funny if EA came out with;

Command & Conquer: Golf

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by spreegem on Fri, 17 Oct 2003 01:01:22 GMT
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j4S[p]Would be funny if EA came out with;

Command & Conquer: Golf

I would never buy that unless you could club people to death with your club.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by OrcaPilot26 on Fri, 17 Oct 2003 01:19:33 GMT
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What else would you use your club for?

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by warranto on Fri, 17 Oct 2003 03:04:14 GMT
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j4S[p]Would be funny if EA came out with;

Command & Conquer: Golf

LOL

(based of the tiberium series - the new tiberium twilight: Attack of the Scrin)

"The fate of the known world is in your hand. You have one chance to change history and rid the world of it's corruption. Command numerous units in free for all battles of skill courage and determination. DO YOU HAVE WHAT IT TAKES to free the world from tyrany? Or will the world become yet another addition to the Scrins Subjegated world? Take charge of one of three different factions and battle for supremacy on the green!
EA Proudly presents: C&C Tiberium Twilight Golf!"

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Aurora on Fri, 17 Oct 2003 03:08:44 GMT
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Watch out for that Tiberium Hazard, good luck getting your ball out of THERE.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by Jaspah on Fri, 17 Oct 2003 19:10:10 GMT
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LOL!

Good idea.

Subject: Alright, well that is it, bye... oh, I am still here...
Posted by kawolsky on Sat, 18 Oct 2003 20:37:57 GMT
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is this going to be the next big thing after tiberios?