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Subject: C&C\_Hell Released!

Posted by [nastym4n](#) on Wed, 05 Nov 2003 00:06:03 GMT

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C&C\_Hell.zip

Deathmatch map.

Single beacon pedestal

GDI barr, ref & PP

Nod HoN, ref & pp

All buildings have internal teleports (ty titan/havoc)

Multiple weapon spawns

Armor augmentation spawns

Crates give money/ammo + 100 health

:twisted: :twisted: :twisted:

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Subject: C&C\_Hell Released!

Posted by [smwScott](#) on Wed, 05 Nov 2003 02:15:01 GMT

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The theme is unique, haven't seem anything like this on Renegade before. The lighting reminds me a lot of Doom games. Don't have time to test it now but it looks nice from the screenshots.

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Subject: C&C\_Hell Released!

Posted by [Cpo64](#) on Wed, 05 Nov 2003 02:27:10 GMT

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I too have yet to play it, but those screens make it look very good :thumbsup:

(Needless plug: You should get it up on renfiles...)

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Subject: C&C\_Hell Released!

Posted by [TheGunrun](#) on Wed, 05 Nov 2003 02:47:21 GMT

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Im getting a cable modem and im going to reinstall renegade and the first map to get is yours. Looks damn good. From screen shots i would rate it a 9 out of 10.

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Subject: C&C\_Hell Released!

Posted by [Spice](#) on Wed, 05 Nov 2003 03:43:24 GMT

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the map is great keep it up on the dm maps do you think you can make a ctf map i mean like ctf with hall walls and ceiling guns guayrding the flag that would be sweet like the levels off of unreal tournament or somethin but anyways great map ... 8 out 10

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Subject: C&C\_Hell Released!

Posted by [npsmith82](#) on Wed, 05 Nov 2003 04:03:38 GMT

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Looks pretty good mate, downloading now...

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Subject: C&C\_Hell Released!

Posted by [kopaka649](#) on Wed, 05 Nov 2003 04:29:48 GMT

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TheGunrunFrom screen shots i would rate it a 9 out of 10.  
ditto

i downloaded but cant try it yet,i'll probably host a game on the weekend. This also looks like it would be fun on the Renbatte 50 player server.

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Subject: C&C\_Hell Released!

Posted by [Aircraftkiller](#) on Wed, 05 Nov 2003 04:40:29 GMT

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It looks good for a first try, but ass for a real level.

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Subject: C&C\_Hell Released!

Posted by [Hellweed](#) on Wed, 05 Nov 2003 05:01:03 GMT

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AircraftkillerIt looks good for a first try, but ass for a real level.  
Are there any words of wisdom for the young mapmaker?

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Subject: C&C\_Hell Released!

Posted by [npsmith82](#) on Wed, 05 Nov 2003 05:39:54 GMT

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It's a type of map that's not been released before.

I'm impressed, just had a run around in LAN and it was pretty good. I imagine it'll be good for online play, but i think people will get lost very easily.

Interesting choice of icon for the Augmented Armor, i wanna see more of those un-used icons in maps... still waiting to see the stealth armor working.

Good job nastym4n! :thumbsup:

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Subject: C&C\_Hell Released!  
Posted by [Spice](#) on Wed, 05 Nov 2003 05:51:04 GMT  
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yea great map

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Subject: C&C\_Hell Released!  
Posted by [Speedy059](#) on Wed, 05 Nov 2003 06:42:55 GMT  
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Good job on your first map nasty. Your next maps will improve a lot more I bet. Look forward to see them

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Subject: C&C\_Hell Released!  
Posted by [nastym4n](#) on Wed, 05 Nov 2003 12:33:13 GMT  
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AircraftkillerIt looks good for a first try, but ass for a real level.

lol - I like people who are not afraid to voice their opinions!

Its actually about my 16th map. I just never got past the crunching part with the old ones cause i was running a PII with 32Mb of RAM.  
You should try Pathfind generating with that!!!

Someone mentioned getting lost. You may have noticed the not-so-subtle lighting.  
This is so you can find your way. Red is Nod, green is GDI - easy see?

As far as the stealth suits go, they are in my next map, which should be with us by the weekend.  
C&C\_Portals, featuring stealth suits, 26 seperate teleports and true DM (no buildings for you C&C saddos to hit )

thanks for the feedback! Keep modding!

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Subject: C&C\_Hell Released!

Posted by [General Havoc](#) on Wed, 05 Nov 2003 17:18:54 GMT

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TDA\_Stealth\_Armour did work at once stage but the latest version (1.2) is bugged for some reason, last time it worked was version 1.1.1 as I spent a lot of time testing for Jonathan Wilson. It's not that it doesn't work just it doesn't wear off at all.

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Subject: C&C\_Hell Released!

Posted by [England](#) on Wed, 05 Nov 2003 21:33:11 GMT

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HellweedAircraftkillerIt looks good for a first try, but ass for a real level. Are there any words of wisdom for the young mapmaker?

No there the words of someone with there head too far up there ass

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Subject: C&C\_Hell Released!

Posted by [Aircraftkiller](#) on Wed, 05 Nov 2003 22:42:55 GMT

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nastym4nAircraftkillerIt looks good for a first try, but ass for a real level.

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thanks for the feedback! Keep modding!

Bleh, teleporters...

The reason I say it's ass is due to the texturing and layout. While the theme is unique, it's not presented very well... If at all, in some places.

It's a lot better than my first attempt over a year ago... But you have access to all these great tutorials that we never had back then.

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Okay I'm out of "grandpa" mode now...

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Subject: C&C\_Hell Released!

Posted by [Cpo64](#) on Thu, 06 Nov 2003 03:31:44 GMT

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Ack what are you talking about? your first map was 1337

When are you going to remake that one?

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Subject: C&C\_Hell Released!

Posted by [Aircraftkiller](#) on Thu, 06 Nov 2003 04:19:58 GMT

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Umm... I already did, Country Meadow was my first release. I upgraded it and turned it into a \*.mix file about a month ago.

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Subject: C&C\_Hell Released!

Posted by [brent3000](#) on Thu, 06 Nov 2003 04:44:03 GMT

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nice one :thumbsup:

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Subject: C&C\_Hell Released!

Posted by [Spice](#) on Thu, 06 Nov 2003 04:50:19 GMT

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thats was your first map? damn that map still owns

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Subject: C&C\_Hell Released!

Posted by [Cpo64](#) on Thu, 06 Nov 2003 05:22:48 GMT

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What about C&C\_Below\_32\_Degrees?

I thought that was first? o\_O

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