Subject: I Would like to make a map, but i need help! Posted by CnCsoldier08 on Sat, 08 Nov 2003 18:58:29 GMT

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i hava a good idea for a map but i duno how to make maps.

\* The Idea \*

Ok, it's a map of Los Angeles, California. Theres a parking garage, a prison, and an airport(LAX). It also has an abandoned military base, which is occupied by GDI, while Nod has the airport. the runway could act as the airstrip and the gdi base is normal. Jail has keycard locked cells with weapons and powerups, red card good weapons (i.e. ramjet, PIC, rail gun, etc.), yellow has medium weapons: patch gun, normal sniper, laser chain gun, etc. and green has normal like shotgun auto rifle and so on. Parking garage has civilian cars that you can drive\*maybe 1 hummer\* there are sewers which you can use to get around the map underground.

Subject: I Would like to make a map, but i need help! Posted by laeubi on Sat, 08 Nov 2003 19:52:43 GMT

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Well, maybe you find some help on http://renhelp.co.uk

Subject: I Would like to make a map, but i need help! Posted by IRON FART on Sun, 09 Nov 2003 06:56:22 GMT

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Make sure to add lots and lots of:

- -Desert
- -Mountains
- -Desert
- -Mountains

Did I mention Desert & Mountains? Include those too.

Subject: Re: I Would like to make a map, but i need help! Posted by Dante on Sun, 09 Nov 2003 20:10:58 GMT

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\* The Idea \*

Ok, it's a map of Los Angeles, California. Theres a parking garage, a prison, and an airport(LAX).

It also has an abandoned military base, which is occupied by GDI, while Nod has the airport. the runway could act as the airstrip and the gdi base is normal. Jail has keycard locked cells with weapons and powerups, red card good weapons (i.e. ramjet, PIC, rail gun, etc.), yellow has medium weapons: patch gun, normal sniper, laser chain gun, etc. and green has normal like shotgun auto rifle and so on. Parking garage has civilian cars that you can drive\*maybe 1 hummer\* there are sewers which you can use to get around the map underground.

das going to be a big ass map... considering LAX alone is about 4x the size of any map available for Ren, as well as having the parking garage next to it, then if you add the nearest prison, which is about 30-40 miles away, and stack a "make believe" abandoned military base (cause they do that alot in LA)...

why call it a map after LA and include LAX, only thing you are doing that even remotely comes close to LA is add an airport, LA doesn't have a prison, its in Chino, LA doesn't have an abandoned Military Base, etc....

it would be kewl to see a map like you explained (except, liek LAish?!?)

but, good luck with your layout im sure it could be something, just remember how many "big profile" buildings you are wanting to put in, and how much detail & size these items are.

Subject: I Would like to make a map, but i need help!
Posted by IRON FART on Sun, 09 Nov 2003 20:25:03 GMT
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Or you could just make the map, a map of LAX.

And use the different runwas for the different teams......

I believe there is a GDI runway floating arount in the ModTools folder.

And you could place sandbags, and temporary defences.......

Have both teams struggling to control LAX As it is a "key location" or something like that.

Subject: I Would like to make a map, but i need help! Posted by CnCsoldier08 on Sun, 09 Nov 2003 23:26:43 GMT View Forum Message <> Reply to Message

ya, maybe...also it doesnt have to be L.A. i mean it ciould just be a city with a small airport.

btw, Dante, do u live in L.A or something?