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Subject: I need a map idea

Posted by [blackhand456](#) on Tue, 24 Feb 2004 03:20:03 GMT

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i need a map idea dont go crazy no water. if its good ill post it if not its garbage or ill give it to orca26 to finish

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Subject: I need a map idea

Posted by [drunkill](#) on Tue, 24 Feb 2004 06:55:32 GMT

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hmm i was thinking of making this for renalert...but then i would have to wait for barbed wire and sand bags... it was kinda a long ma, but very thin...has a small ooutpost for each base...a WF, barracks and maby a radar...oh and no ref, only a silo or 2... and it was a battle ground, like a WWII kinda scene, those tank blockers everywhere, trenches, barbed wire and maby a few destroyed buildings for each base...or meby the allies have a full base.. (well a rather large base) and the sovs have just the buildings i posted above, so that it was like the sovs attacked the allies...and now theses this massive battle going on.....i might post up a few maps later (hand drawn) so you get the idea....

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Subject: I need a map idea

Posted by [Cpo64](#) on Tue, 24 Feb 2004 07:44:12 GMT

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How would the map be ballanced?

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Subject: I need a map idea

Posted by [kirby651](#) on Tue, 24 Feb 2004 19:16:50 GMT

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how about a difrent game type??? battle craft, tag, pop-a-cap, that sort of thing.

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Subject: I need a map idea

Posted by [tooncy](#) on Tue, 24 Feb 2004 22:03:07 GMT

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DM\_Urban

Description: A small map set in a city. Includes enterable Target, Gas Station, Fast food resturant, and a Home Improvement store.

Or:

DM\_Wal-Mart

Descripton: A Deathmatch map set in a super wal-mart.

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Subject: I need a map idea

Posted by [Oblivion165](#) on Tue, 24 Feb 2004 23:07:41 GMT

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the only problem i see is that i, myself have made like 20 maps, and i never put them up for download, and noone else really plays an custom maps on WOL. It needs to havean auto download, or noone will ever play custom maps. EVER.

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Subject: I need a map idea

Posted by [lmdgr8one](#) on Wed, 25 Feb 2004 00:24:50 GMT

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Wrong...plenty of fan maps are played on line.

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Subject: I need a map idea

Posted by [blackhand456](#) on Fri, 27 Feb 2004 20:35:53 GMT

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I was thinking about doing something at the port of Miami or at Norfolk or something like that

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Subject: I need a map idea

Posted by [SuperFlyingEngi](#) on Fri, 27 Feb 2004 20:51:48 GMT

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Cpo64How would the map be ballanced?

You could give the team with fewer buildings a huge terrain advantage. Come to think of it, that would be pretty cool to give one team great terrain and the other team superior buildings. It would take a lot of balancing though.

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