
Subject: Help with map?

Posted by [Fabian](#) on Sat, 10 Apr 2004 14:37:52 GMT

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I dug an old map hidden on my hard drive and have started working on it again. I wanted to know if anyone would be willing to help me out....

Please take a look at the w3d in level edit, and tell me what you think (it is completely untextured--that comes last.

http://home.earthlink.net/~mjfabian/seals_map.W3D

^Save target as^

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Posted by [CnCsoldier08](#) on Sat, 10 Apr 2004 15:45:10 GMT

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Well, it looks good, but I hate maps when they have no textures, Oh and, it needs w3d properties.

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Posted by [Oblivion165](#) on Sat, 10 Apr 2004 16:24:00 GMT

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it looks nice, id like to play it, but nod has the cool cave thing and gdi has a little patch of tiberium, which is right by the entrance and harvesters coule be under attack, whilst the nod's harvester is proctected. Oh and is the underground tunnel the only way to get across? the water ledge seems to high for anything to cross?

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Posted by [Fabian](#) on Sat, 10 Apr 2004 17:19:55 GMT

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i will put a bridge on the other side. I might give nod a disadvantage somewhere to balance out nod having its own tiberium cave and gdi having to expose its harvie. Or i could give them both caves / both patches of tiberium.

I was going to call this AcrticCircle, but 1) i think that name might be taken, and 2) I might want to do a different setting...maybe tropical.

Any ideas?

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Posted by [Fabian](#) on Sat, 10 Apr 2004 20:21:29 GMT

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i textured it, more or less. It still needs some work as far as texturing though. You can redownload the w3d to take a look.

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Posted by [Oblivion165](#) on Sun, 11 Apr 2004 01:14:51 GMT

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much better. but as ack would say.....Alpha.....anyone? anyone? blend, thats right, alpha blending.

i do like your map though.
