Subject: if you had your own server what would your map rotation be?
Posted by Halo38 on Sun, 13 Apr 2003 18:01:49 GMT
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General HavocJust replace L02_Snow.dds with a different texture when you play that map. That snow texture doesn't work well at all unless you alpha blend it. Rename a texture from the always.dat and place it in your data folder. Apart from that testure alpine is a good map even though you have to walk a lot.

I am finishing of a map I made a while ago when I just started modding. It is basically a Nod Tiberian Refinery Deathmatch but it has an outside area with working harvester and tiberian fields. The elevator has had teleporters added and it works well. But the main difference about the map to any other is that it is a true team deathmatch. This means you win by kills instead of points like normally and the kill limit is user settable. I have just got to finish the terrain properly because all the scripts are added. Just waiting for version 1.1 of the DLL then i should be able to release it. I don't know how fun it would be to play but it's an example for the script if anything.

_General Havoc

1   of mine will be simalar but i have all characters purchasable with basic weapons all other weapons are pickups. all characters give the same death points as the free infantry (death 1, damage 0.010) so damage is taken into account as well as kills the temps are taking ages (have pt icons too) might realease them to aid in development of better DMs, but we'll see....