Subject: Tiberian Dawn Maps for Renegade Posted by Dr. Lithius on Fri, 30 Sep 2005 20:41:08 GMT View Forum Message <> Reply to Message

Alright. I dunno a damned thing about the maps available for multiplayer Tiberian Dawn, but I know this much. I'd love to see some of them converted to Renegade. It'd be nostalgic. Unfortunately, it'd also be a very time-consuming project and one that I lack the patience for. If anyone else wants to hop on this project, I'd love to see it done. If not, that's fine. If there's already some of those maps that exist, give me some names. I should already have them, considering I downloaded that "UberMap Pack" thing a while back.

Subject: Re: Tiberian Dawn Maps for Renegade Posted by JeepRubi on Fri, 30 Sep 2005 21:22:08 GMT View Forum Message <> Reply to Message

maps for td are very flat and only have a few cliffs. they would make for very boring maps if they were converted. And they would be a gigantic waste of time.

Subject: Re: Tiberian Dawn Maps for Renegade Posted by Nineball on Fri, 30 Sep 2005 23:51:55 GMT View Forum Message <> Reply to Message

Don't you just love technoligical limits? Anyway, I'd play these maps if they were made. Of course, they wouln't be exact, but that wouldn't hurt. Some rocks and tunnels, hell, maybe even some abandoned buildings would make these maps enjoyable.

Subject: Re: Tiberian Dawn Maps for Renegade Posted by Spice on Sat, 01 Oct 2005 07:36:33 GMT View Forum Message <> Reply to Message

Jeep Rubi wrote on Fri, 30 September 2005 17:22maps for td are very flat and only have a few cliffs. they would make for very boring maps if they were converted. And they would be a gigantic waste of time.

It's a landscape vertu. Creativity is demanded!

Subject: Re: Tiberian Dawn Maps for Renegade Posted by sterps on Sun, 02 Oct 2005 23:53:46 GMT View Forum Message <> Reply to Message

Jeep Rubi wrote on Fri, 30 September 2005 17:22maps for td are very flat and only have a few

cliffs. they would make for very boring maps if they were converted. And they would be a gigantic waste of time.

um, i think your a little confused, i have played many of the tiberian dawn maps in multiplayer, and the only really flat one would be the first one, green acres. The rest have there fair share of hills and mountains.

Page 2 of 2 ---- Generated from Command and Conquer: Renegade Official Forums