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Subject: Map Released!!

Posted by [Kamuix](#) on Fri, 27 Jan 2006 19:08:26 GMT

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Thats Right!! C&C\_Sunset\_Clouds is Released!! This map took me over an hour to make.

Also Please try

<http://www.geocities.com/renq5/>

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#### File Attachments

1) [C&C\\_Sunset\\_Clouds.7z](#), downloaded 230 times

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Subject: Re: Map Released!!

Posted by [bisen11](#) on Fri, 27 Jan 2006 19:13:42 GMT

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No pics?

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Subject: Re: Map Released!!

Posted by [Kamuix](#) on Fri, 27 Jan 2006 19:18:19 GMT

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Auuu but of course.

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#### File Attachments

1) [www.JPG](#), downloaded 776 times

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Subject: Re: Map Released!!

Posted by [LucefieD](#) on Fri, 27 Jan 2006 19:26:26 GMT

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er.... over an hour?

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Subject: Re: Map Released!!

Posted by [Kamuix](#) on Fri, 27 Jan 2006 19:30:05 GMT

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Yea lol, C&C\_Colors is a diffent story their but since its at Geocities it will probably reach its

bandwitch for upload limit soon or whatever it is.

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Subject: Re: Map Released!!

Posted by [bisen11](#) on Fri, 27 Jan 2006 19:33:40 GMT

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I'll check it out later, I'm at school right now. But good maps can take months. None of mine have taken that long. Mine are usually a week to a month. But I'm not a great mapper. And ofcourse that's on and off maybe like 5-10 hours a week.

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Subject: Re: Map Released!!

Posted by [Naamloos](#) on Fri, 27 Jan 2006 19:38:20 GMT

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1 hour is nothing. Good maps can take weeks, maybe months to complete for Renegade.

Looking at that image, the map is really lacking detail everywhere.

But it's a start I guess.

If you see my maps you will run away crying of the pain in your eyes shouting Why such ugly things even exist in this perfect world.

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Subject: Re: Map Released!!

Posted by [Kamuix](#) on Fri, 27 Jan 2006 19:44:10 GMT

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Perfect world? what have you been smokin.

Map PAAAWWNNns.

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Subject: Re: Map Released!!

Posted by [bisen11](#) on Fri, 27 Jan 2006 19:44:20 GMT

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Naamloos wrote on Fri, 27 January 2006 14:381 hour is nothing. Good maps can take weeks, maybe months to complete for Renegade.

Looking at that image, the map is really lacking detail everywhere.

But it's a start I guess.

If you see my maps you will run away crying of the pain in your eyes shouting Why such ugly things even exist in this perfect world.

lol, in mine you just wonder how a world that's got hardly any smoothness can exist. That and since when do textures look like crap. lol

But i guess we should get back on subject here. You should try adding more details. Especially some things to take cover by while fighting like rocks.

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Subject: Re: Map Released!!  
Posted by [Spice](#) on Fri, 27 Jan 2006 23:42:01 GMT  
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This map rocks.

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Subject: Re: Map Released!!  
Posted by [Kamuix](#) on Sat, 28 Jan 2006 01:00:59 GMT  
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Quote:This map rocks.

Yea i know map pawns. But Colors really pwns. Actually when it comes to the sunset one. I spent more time trying to compress it under 1mb than i did making it .

I suck at quoting

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