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Subject: Someone want to take over where I left off?  
Posted by [GrayWolf](#) on Thu, 13 Sep 2007 05:15:47 GMT  
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I was working on this for a while. Never finished it and it needs a lot of work to actually become something. I don't intend on finishing it, but I was wondering if someone wanted the .max file and all the textures.

My idea was to make a scary map that actually made you scared. I was going to have a safe house where you spawned and then you would go ghost/demon/spirit/zombie hunting. I was going to have some flying orbs, very faint see through characters walking around that couldn't be interacted with. Some scary looking statues and a lot of scary noises. I started off with great detail then I got to the point where I lost interest and then started to half-ass things.

### File Attachments

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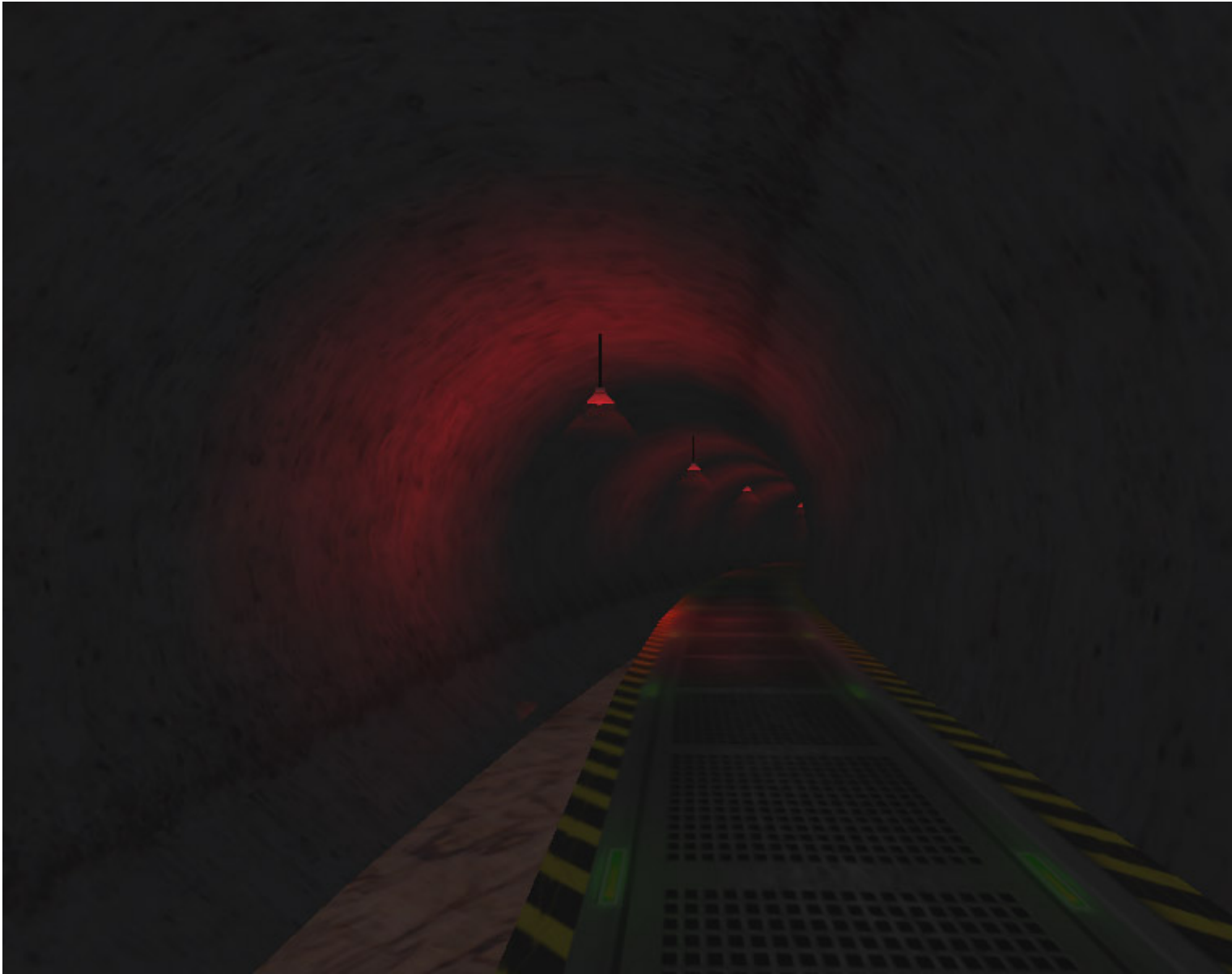
1) [ScreenShot25.jpg](#), downloaded 943 times



2) [ScreenShot27.jpg](#), downloaded 962 times



3) [ScreenShot28.jpg](#), downloaded 959 times



4) [ScreenShot29.jpg](#), downloaded 957 times



5) [ScreenShot30.jpg](#), downloaded 961 times



6) [ScreenShot31.jpg](#), downloaded 965 times



7) [ScreenShot32.jpg](#), downloaded 967 times



8) [ScreenShot33.jpg](#), downloaded 949 times



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Subject: Re: Someone want to take over where I left off?

Posted by [OWA](#) on Thu, 13 Sep 2007 09:01:11 GMT

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Looks like an awesome map, really atmospheric. I could get it put into Apocalypse Rising and APB as an infantry only map if you like. It would work well since we can make Ai ghosts to roam around.

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Subject: Re: Someone want to take over where I left off?

Posted by [Ryu](#) on Thu, 13 Sep 2007 09:57:05 GMT

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One Winged Angel wrote on Thu, 13 September 2007 04:01 Looks like an awesome map, really atmospheric. I could get it put into Apocalypse Rising and APB as an infantry only map if you like. It would work well since we can make Ai ghosts to roam around.

Who would want to fight for a Haunted house? I'd run the fuck outta' there. >.<

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Subject: Re: Someone want to take over where I left off?

Posted by [Zion](#) on Thu, 13 Sep 2007 11:50:24 GMT

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I'd be right behind you Alex.

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Subject: Re: Someone want to take over where I left off?

Posted by [Genesis2001](#) on Thu, 13 Sep 2007 14:47:39 GMT

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The Merovingian wrote on Thu, 13 September 2007 05:50 I'd be right behind you Alex.

And I'd be right behind you. xD

~MathK1LL

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Subject: Re: Someone want to take over where I left off?

Posted by [AoBfrost](#) on Thu, 13 Sep 2007 15:09:17 GMT

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The only way to win, is MAMY RUSH, tear down the house.

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Subject: Re: Someone want to take over where I left off?

Posted by [IronWarrior](#) on Thu, 13 Sep 2007 15:43:17 GMT

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Hey I'll will play as the ghosts, I'll hunt down these scary cats and sbh rape them.

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Subject: Re: Someone want to take over where I left off?

Posted by [SWNight](#) on Thu, 13 Sep 2007 15:43:17 GMT

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MathK1LL wrote on Thu, 13 September 2007 09:47The Merovingian wrote on Thu, 13 September 2007 05:50I'd be right behind you Alex.

And I'd be right behind you. xD

~MathK1LL

And i'd be right infront of you ALL!

EDIT: I could TRY and finish it..

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Subject: Re: Someone want to take over where I left off?  
Posted by [IronWarrior](#) on Thu, 13 Sep 2007 15:47:01 GMT  
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This map would be well good for one of the lost Command and Conquer modes where you gotta hunt the players and turn them, like zombie mod in css.

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Subject: Re: Someone want to take over where I left off?  
Posted by [R315r4z0r](#) on Thu, 13 Sep 2007 16:49:19 GMT  
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That should be a script. When someone from team X kills someone with \*weapon\* on team Y, change them to team X.

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Subject: Re: Someone want to take over where I left off?  
Posted by [CarrierII](#) on Thu, 13 Sep 2007 16:51:38 GMT  
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razorblade001 wrote on Thu, 13 September 2007 17:49That should be a script. When someone from team X kills someone with \*weapon\* on team Y, change them to team X.

I don't know much about the Ren engine, but that should be pretty easy to do.

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Subject: Re: Someone want to take over where I left off?  
Posted by [cmatt42](#) on Thu, 13 Sep 2007 16:57:17 GMT  
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Looks like that one Killing Floor map.

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Subject: Re: Someone want to take over where I left off?  
Posted by [GrayWolf](#) on Thu, 13 Sep 2007 22:50:05 GMT  
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Well if you want the files send me and email and I'll email you back with the zip. It's pretty big it has a lot of textures but most of them aren't even used in the map, its just a small collection of textures I have that I thought would be good for this map. The zip is 41mb.  
graywolf46310@msn.com email or we can transfer on msn instant messenger.

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Subject: Re: Someone want to take over where I left off?  
Posted by [Veyrdite](#) on Fri, 14 Sep 2007 06:47:11 GMT  
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Add m00\_Disable\_Physical\_Collision and JFW\_Flying\_Infantry to the ghost and then make it follow a way-path without path finding.... somehow.

To change teams attach JFW\_Death\_Send\_Custom (I think you spell it like that) And send it to a daves arrow with JFW\_Change\_Team\_Custom.

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Subject: Re: Someone want to take over where I left off?  
Posted by [SWNight](#) on Fri, 14 Sep 2007 17:08:32 GMT  
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GrayWolf wrote on Thu, 13 September 2007 17:50 Well if you want the files send me and email and I'll email you back with the zip. It's pretty big it has a lot of textures but most of them aren't even used in the map, its just a small collection of textures I have that I thought would be good for this map. The zip is 41mb. graywolf46310@msn.com email or we can transfer on msn instant messenger.

Added you on MSN Instant Messenger

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