
Subject: C&C_GhostStageDM

Posted by [HORQWER](#) on Mon, 10 Dec 2007 00:29:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here is the first DM map I made, Hope you could enjoy it .

I dont need any coments about the map.

Have fun and here is a pic:

File Attachments

1) [ScreenShot18.jpg](#), downloaded 950 times



2) [C&C_GhostStageDM.zip](#), downloaded 197 times

Subject: Re: C&C_GhostStageDM
Posted by [HORQWER](#) on Mon, 10 Dec 2007 03:19:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok no one likes it , bleh
i'm a Gunny guy

Subject: Re: C&C_GhostStageDM
Posted by [Canadacdn](#) on Mon, 10 Dec 2007 03:30:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Okay, I downloaded it and tried it out.

It's a pretty straightforward map, just a lot of bots fighting. That being said, it's not much of a deathmatch if there are bots shooting at everything. If you intended it to be a one player deathmatch, mission accomplished, I guess.

As for the map, it's pretty simple, nothing excellent or bad, but try to model some decorations instead of using DSAPO objects.

It's not bad, could use more rooms though.

Subject: Re: C&C_GhostStageDM
Posted by [IronWarrior](#) on Mon, 10 Dec 2007 04:45:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's a good try, will host this for you on Game-Maps.NET soon.

Subject: Re: C&C_GhostStageDM
Posted by [mrÄ&A§Ä-z](#) on Mon, 10 Dec 2007 11:32:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

HORQWER wrote on Mon, 10 December 2007 04:19Ok no one likes it , bleh
i'm a Gunny guy
downloaded 14 times now... looks gr8

Subject: Re: C&C_GhostStageDM
Posted by [HORQWER](#) on Mon, 10 Dec 2007 11:40:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

MadRockz wrote on Mon, 10 December 2007 05:32HORQWER wrote on Mon, 10 December 2007 04:19Ok no one likes it , bleh

i'm a Gunny guy
downloaded 14 times now... looks gr8
it was me playing aroud and downloading

Subject: Re: C&C_GhostStageDM
Posted by [mr£Ä\\$Ä-z](#) on Mon, 10 Dec 2007 14:40:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Downloading

Subject: Re: C&C_GhostStageDM
Posted by [The Elite Officer](#) on Mon, 10 Dec 2007 17:06:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Off topic, but HORQWER, didn't I write the qoute in your signature? I know I did, so could you just please change it to my name.

Subject: Re: C&C_GhostStageDM
Posted by [HORQWER](#) on Mon, 10 Dec 2007 20:12:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Elite Officer wrote on Mon, 10 December 2007 11:06Off topic, but HORQWER, didn't I write the qoute in your signature? I know I did, so could you just please change it to my name.
i'm sorry but i thought sadukar09 was saying it about him self

Subject: Re: C&C_GhostStageDM
Posted by [HORQWER](#) on Mon, 10 Dec 2007 20:15:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

IronWarrior wrote on Sun, 09 December 2007 22:45It's a good try, will host this for you on Game-Maps.NET soon.
Dont
this was just a sample modeling warm up and i just wanted to share it here to see if u gys will like it
