
Subject: Egypt Field

Posted by [ReLoaDeD](#) on Sat, 17 Oct 2009 10:03:37 GMT

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

Egypt Field..

It does NOT change anything in other maps...

Preview's :

File Attachments

1) [EgyptFieldSetup.exe](#), downloaded 390 times

Subject: Re: Egypt Field

Posted by [Tupolev TU-95 Bear](#) on Sat, 17 Oct 2009 10:22:23 GMT

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

epic win

Subject: Re: Egypt Field

Posted by [Good-One-Driver](#) on Sat, 17 Oct 2009 15:43:16 GMT

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

i love it alot i will definitely use it

thank you relax good work

Subject: Re: Egypt Field

Posted by [_SSnipe_](#) on Sat, 17 Oct 2009 16:29:45 GMT

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

Wow, I love this one.

Subject: Re: Egypt Field

Posted by [ErroR](#) on Sat, 17 Oct 2009 18:10:35 GMT

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

sexy

Subject: Re: Egypt Field

Posted by [Omar007](#) on Sat, 17 Oct 2009 18:48:44 GMT

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

ErroR wrote on Sat, 17 October 2009 20:10sexy

Subject: Re: Egypt Field

Posted by [Altzan](#) on Sat, 17 Oct 2009 21:20:49 GMT

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

The whole "river in the middle of a desert" is really weird.
But I love this anyway, the textures are excellent. Great work!

Subject: Re: Egypt Field

Posted by [gnoepower](#) on Sat, 17 Oct 2009 21:46:33 GMT

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

Altzan wrote on Sat, 17 October 2009 16:20The whole "river in the middle of a desert" is really weird.

But I love this anyway, the textures are excellent. Great work!

Whats weird about that?

I mean the only reason why people were living in Egypt was because of the river that goes through Egypt.

The trees are something you should fix though, I mean loaf trees in a desert, atleast make palm trees of those.

Also the barn makes me thing of those white/black houses in Germany and Switzerland I don't know how they are called at the moment. You could change those textures to stones.

Besides that, the map is awesome like the most of your other work.

Subject: Re: Egypt Field
Posted by [liquidv2](#) on Sat, 17 Oct 2009 22:34:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

i expect Pharotek to play in the tunnels at all times
nice

Subject: Re: Egypt Field
Posted by [wubwub](#) on Sat, 17 Oct 2009 23:06:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Altzan wrote on Sat, 17 October 2009 22:20The whole "river in the middle of a desert" is really weird.

But I love this anyway, the textures are excellent. Great work!
Its teh Nile!!

Subject: Re: Egypt Field
Posted by [kill](#) on Sun, 18 Oct 2009 00:07:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

sweet

Subject: Re: Egypt Field
Posted by [Altzan](#) on Mon, 19 Oct 2009 06:38:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lol, I know deserts have rivers, but the image still puts me off for some reason.
That's just me though so no worries

Subject: Re: Egypt Field
Posted by [samous](#) on Mon, 02 Nov 2009 02:02:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gee, maybe it's the WATERFALL! that makes it look odd to be a desert... but good work, a LOT better than I could ever do I'd say.

Subject: Re: Egypt Field
Posted by [ErroR](#) on Tue, 03 Nov 2009 11:52:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

change the water with sand, so it's quick sand!

Subject: Re: Egypt Field

Posted by [Gen_Blacky](#) on Wed, 04 Nov 2009 18:38:24 GMT

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

fix the agt but that means redoing the hex edit work. When you hex edit look at the mesh names attached to that texture. I had the same problem.

Subject: Re: Egypt Field

Posted by [Silverlight](#) on Wed, 04 Nov 2009 21:16:46 GMT

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

Nice one, I like it.
