Subject: [Renegade Map] C&C_aLittleMap
Posted by my486CPU on Sun, 01 May 2011 19:50:42 GMT
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This is a little map I threw together out of boredom. I was not able to test it with anyone but it should work fine :/

File Attachments
1) C&C_aLittleMap.rar, downloaded 354 times
2) ScreenShot1.jpg, downloaded 1186 times

3) ScreenShot2.jpg, downloaded 1188 times

Subject: Re: [Renegade Map] C&C_aLittleMap
Posted by liquidv2 on Sun, 01 May 2011 22:08:55 GMT
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the water is far too realistic for my tastes
and why are the buildings from generals?

Subject: Re: [Renegade Map] C&C_aLittleMap
Posted by my486CPU on Mon, 02 May 2011 00:06:18 GMT
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liquidv2 wrote on Sun, 01 May 2011 18:08the water is far too realistic for my tastes
and why are the buildings from generals?

I thought it would be fun to replace the buildings with something out of the ordinary.

As far as the water, what water? there is no water. Maybe you mean the blue tiberium?

Subject: Re: [Renegade Map] C&C_aLittleMap
Posted by HaTe on Mon, 02 May 2011 00:15:16 GMT
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The blue tiberium looks like old school mario water. /me likes

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Subject: Re: [Renegade Map] C&C_aLittleMap
Posted by Reaver11 on Mon, 02 May 2011 11:28:43 GMT
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Looks nicely put together I will try it out!

Subject: Re: [Renegade Map] C&C_aLittleMap
Posted by DarkKnight on Sun, 29 May 2011 02:29:33 GMT
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loved it nice job but i wish you would have replaced the nod buildings as well

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Subject: Re: [Renegade Map] C&C_aLittleMap
Posted by my486CPU on Sun, 29 May 2011 07:47:22 GMT
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DarkKnight wrote on Sat, 28 May 2011 22:29loved it nice job but i wish you would have replaced
the nod buildings as well

Thanks. I did want to do the NOd ones but it was a lot of work just doing the 4. Maybe I will do it
when I have some time.

Also many glitches were found I believe I fixed um all. The version with the fixes -
C&C_aLittleMapV2.rar

I also changed the blue tib to the regular green stuff; people didn't seem to like my crazy blue tib
lol.